Privateer Press™

NO QUARTER MAGAZINE™

ISSUE Nº 22
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WARMACHINE®

YEAR OF THE GEAR BEGINS!

INDUSTRIES OF WAR

INSIDE 'JACK FACTORIES OF THE IK

SECRETS OF THE FRONT LINE

GETTING CYGNAR OUT OF THE TRENCHES

JANUARY 2009

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On the Cover

YEAR OF THE GEAR BY NEIL ROBERTS.

NEIL ROBERTS IS A FREELANCE ARTIST FROM NOTTINGHAM, UK. HAVING SPENT 12 YEARS IN THE GAMES INDUSTRY WORKING ON FPS, SPORTS AND PLATFORM GAMES, NEIL HAS RETURNED TO HIS FIRST PASSION: ILLUSTRATION. NEIL BELIEVES IN APPLYING TRADITIONAL METHODS TO CUTTING EDGE IMAGES. HE ALSO APPRECIATES ANY ILLUSTRATION WITH BIG EXPLOSIONS.

CREDITS

The Horror! The Horror!

Privateer Press' Quartermaster Dan "Biggie" Brandt learns never to fall asleep next to where the Spitters from Monsterpocalypse are kept. Fortunately, these weren't to scale. Monsterpocalypse stormed onto the scene last October, releasing swarms of titanic creatures bent on destruction (check p. 96 for pictures of a MonPoc release event).

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No Quarter Magazine

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FIRE IN THE HOLE

Year of the Gear is Here!

2009. Wow! Back in the day when I was a wee gamer, I figured that by the time 2009 had rolled around, we'd all be getting back and forth with flying cars. They promised us flying cars, didn't they? Ah well. At least we still have our imaginations and those flights of fancy are filled with multi-ton iron and steam-powered monstrosities called warjacks. Who knows, maybe some day we'll each have our own personal machine of destruction.

The replacement of my desk calendar means more than just the turn of the year. It kicks off No Quarter Magazine's **Year of the Gear**! For the next 12 months, No Quarter will be going back to its roots and providing special coverage of WARMACHINE, warjacks, and the amazing technology called mechanika that makes it all possible. I don't know about you, but the fusion between classic fantasy mixed with Industrial Revolution technology is what makes WARMACHINE and the Iron Kingdoms campaign setting so intriguing. You've got guns, spells, and strange creatures all capped with the coolest of the cool—warjacks. It's time to revel in all that glory once again. Here's a look at what we have in store for **Year of the Gear**.

First and foremost, Guts and Gears, easily a fan-favorite series, will boast three bonus features this year! Each of these additional Guts and Gears entries details a warjack, meaning you'll get to read a total of *nine* Guts and Gears entries, six of which focus on the history, tactics, and mechanical innards of these weapons of war.

Starting this issue with Simon Berman's in-depth expose on the factories that create warjacks (Steam, Steel, & Sweat, p. 34), we'll be looking at how warjacks, laborjacks, and mechanika impact society in the Iron Kingdoms from the battlefields to the docks of Five Fingers, and beyond. Players who have their own Iron Kingdoms campaign will get plenty of tasty adventure seeds, new 'jacks, and other mechanika related flavor to drop into their setting.

Painters and modelers should bust out their arc welders and cutting torches as well, because we're including lots of terrain and modeling and painting tips to fill the battlefield with lots of warjack and mechanika related goodies as well. For those who want to take things a step further and push your skills to the max, make sure that you participate in the recurring Painting Challenge (p. 49),

Fret not, HORDES players—you'll still be getting plenty of coverage about your favorite game. The fearsome warbeasts of that game get three Guts and Gears entries for 2009, starting with the volatile Pyre Troll next issue. *HORDES: Metamorphosis* hits the shelves in March—if you've been following the previews from last year's issues, you know what's in store, although there's still plenty in the book waiting to be discovered. To help celebrate the completion of the HORDES transformation, the month of March will be the time to participate in *Schism*, a massive release event sure to rattle the foundations of the Iron Kingdoms.

All of this just barely scratches the surface of what No Quarter magazine and Privateer Press has in store for you in 2009. We've said it before, but we have some big, BIG plans for this coming year

So, strap on your warcaster armor, power up your mechanikal blade, and stoke your warjacks' boilers, because it's time to kick off the **Year of the Gear** with the clank and grind of powerful mechanika.

As always,

Play Like You've Got a Pair!

Eric Cagle

—Editor-In-Chief

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BOSUN'S CALL

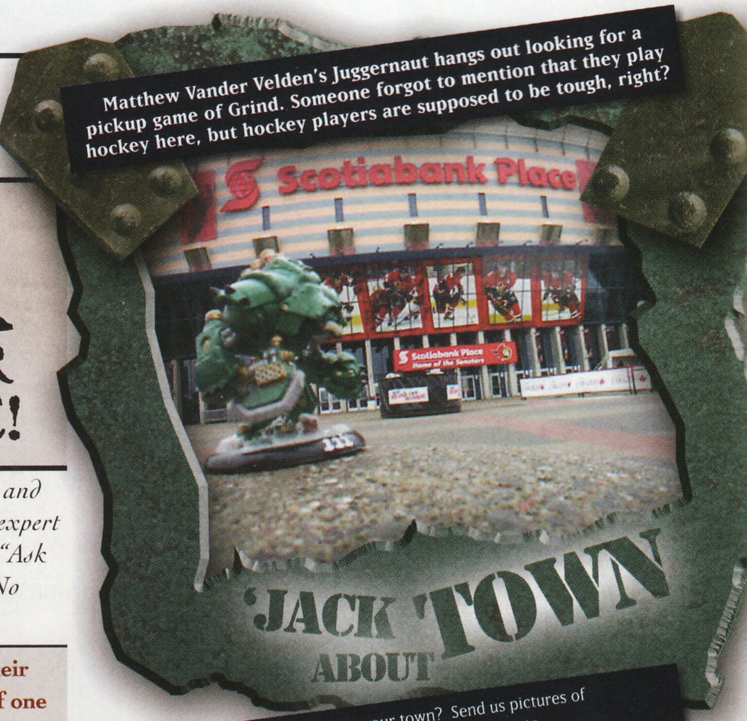
LETTERS

ASK PROFESSOR PENDRAKE!

Have you ever had a question about the exotic flora and fauna of the Iron Kingdoms? Now you can ask the expert himself, Professor Viktor Pendrake. Look for more "Ask Professor Pendrake" Q&As in upcoming issues of No Quarter magazine.

Q: I've heard legends of the undead speaking to their victims before mutilating them in horrible ways. If one is decayed, how does one draw breath to speak?

A: This is indeed an interesting topic that goes to the question of how much an unliving body actually relies on the function of its internal organs. Clearly there are shambling thralls for which the flesh is clearly nothing more than a framework useful for its ability to hold together and serve as a physical means of attack. On the other hand, there are sophisticated undead such as the gruesome Hollowed, detailed in the first Monsternomicon, who appear to seek out functional organs to consume in order to recreate a lifelike body. By and large, I have found that most undead rarely have use for functioning organs. I presume they do not shape the speech we hear by sending air from lungs through a larynx or relying on a tongue and lips to shape consonants or vowels. If they are compelled to open their mouths and emulate these motions it might be a result of residual impulses left in the flesh from their living days. We have seen other evidence that dead flesh may in fact "remember" more than we might otherwise expect. How much of our essence as a person rests steeped in our bones? This is a question I am content to leave to others to explore.



Matthew Vander Velden's Juggernaut hangs out looking for a pickup game of Grind. Someone forgot to mention that they play hockey here, but hockey players are supposed to be tough, right?

Got a cool landmark in your town? Send us pictures of your 'jacks or beasts out on walkabout to

jackabouttown@privateerpress.com

If we like 'em, we'll print 'em.

Tracey Johnson shows off her new Cryxian tattoo, unaware that she's now mechanithrall fodder. Surprise!

**Have a question for the Professor?
Post in the No Quarter section at:
www. privateerpressforums.com**

NEWS FROM THE FRONT

News From the Front brings you recaps and advance information about WARMACHINE and HORDES related events from around the world. Is there a cool event taking place in your area? Tell us about it at: *submissions@privateerpress.com.*

WARMACHINE WEEKEND 2008

Mark your calendars, because the **Privateer Weekend** returns to St. Louis this June 5th-7th. Over the course of the weekend, participants can pick from up to eight WARMACHINE/ HORDES events, including an official Hardcore event. The Steamroller event features not only the current Steamroller coins, but also the return of the old faction coins. In addition, participants will have their chance to once again test their knowledge in Capt. Saultydog's Trivia challenge and participate in Monsterpocalypse events! Donations for this event are courtesy of Gamer Ground, Game On, and Miniaturemarket.com. For more information,go to: **diecon.gamestlouis.com** or **www.diecon.com**

Privateer Weekend Champion James Moreland

The 2008 WARMACHINE Weekend hit the ground running on October 17th, 2008 at Meta-Games Unlimited in Springfield, Missouri. Now in its fifth year, WARMACHINE Weekend is the longest running independent Privateer Press focused event. This year, 75 players trekked from as far as Austin, Atlanta, and Omaha to take part in a weekend full of events.

Events kicked off Friday with a 350-point Mangled Metal/Tooth and Claw tournament, priming the pump for the weekend as 40 players enduring early morning drives (and run ins with the speed traps) to make an 11:00 a.m. start time.

Saturday morning began with a massive 1000 point Steamroller tournament, won by Nathan Warden and his Sorcha and Epic Vlad list. While the "Battle Royale" raged on, the other half of the room played back-to-back 500-point WARMACHINE and HORDES Steamroller tournaments. The evening included an Iron Kingdoms Roleplaying Game session and another 350-point Mangled Metal/ Tooth and Claw event, but with a twist. That event was held HARDCORE style, where players scrambled for caster kills with only 3 minutes for each turn.

Sunday wrapped up the weekend with a 500-point Steamroller tournament and the 750-point Steamroller tournament that determined the Weekend Champion. After the smoke cleared and points (and tiebreakers) were tallied, James Moreland from St. Louis, MO walked away with the trophy.

Dave Edie won the Weekend Sportsmanship trophy (a.k.a. The EXPLOSIVO! Award), and Dave Dankel won the trophy for the Best-Painted Model of the weekend. In addition, a random player from each event won a new army tied to the event they participated in and nine happy players walked away with tons of models.

After the smoke cleared from nine WARMACHINE and HORDES events, two Iron Kingdoms events, and a Monsterpocalypse throw down, weary players packed up their cars and make the trek home. Thanks to all the players that made this event the best in five years!

Just some of the prizes. Now *those* are gears!

DANISH NATIONALS 2008

SØREN HUSUM INGERSVANG

The Danes bring the big guns to their 2008 National's tournament.

The 2008 Danish Nationals took place on October 4th, culminating a year of intense gaming, with over 12 qualification rounds through out the country. Twenty-six of the thirty-four qualifying players checked in, setting the scene set for some serious competition.

Besides the Nationals, there were several well-visited tables for some free-for-all gaming, a painting competition, and a painting table where Claus Staal, Sonny Bundgaard and Press Ganger Christian Bech showed off their superb painting skills. Christian pulled off a stunning job by painting a Trollblood warpack in 10 hours and 10 minutes.

During the qualifiers, it was discovered that WARMACHINE and HORDES players are a very mobile lot who will go to more than one qualifier event to try to win a slot in the Nationals—even players that had already qualified travelled to other cities to play in the Qualifiers! Because the qualifiers used the same scenarios as those in the Nationals, all the players were familiar with the set up, allowing them to 'game on' the whole time.

2ND ANNUAL SLAM AT THE RAM

Grand Prize Winner: Greg Shoemaker—Cryx
2nd place Winner: Michael Welling—Protectorate of Menoth
3rd place Winner: Jeff Allison—Khador
Fastest 'Caster Kill: Greg Shoemaker—Cryx vs. Michael Welling—Protectorate of Menoth
Largest VP spread "The Hammer Award": Jeff Allison—Khador
Best Painted Army: Jeff Allison—Khador
Best Sportsman: Rob Elstro—Legion of Everblight
Press Ganger: Rick Wright

Gamers once again took over the Ram® in Indianapolis, IN on October 11th, 2008, for the 2nd annual Slam at the Ram event! The Championship Game was an aggressive hard fought battle between Greg Shoemaker (Cryx) and Michael Welling (Protectorate of Menoth), resulting in a Cryx victory. Special thanks go out to the Game Preserve at the Fashion Mall for sponsoring the event. Bring the hammer down again next year!

NEW RELEASES

CYGNAR SWORD KNIGHT OFFICER & STANDARD BEARER UNIT ATTACHMENT

Sword Knight majors carry forward the proud tradition of their order and prove that some methods of waging war will never become obsolete. No man wearing the Cygnus can compare with these senior knights' ability to coordinate precise and devastating strikes that tear apart rushing warjacks or hulking warbeasts with surpassing ease.

SCULPTOR: TODD HARRIS

PIP 31059 $21.99

CYGNAR ARCANE TEMPEST GUN MAGE OFFICER UNIT ATTACHMENT

Bringing a well rounded arsenal of arcane abilities together with deadly accurate magelock pistol fire, Arcane Tempest captains and their teams are highly prized for their versatile fire support. Research has demonstrated that experienced gun mages can prepare warjack ammunition to transmit arcane energy with the same techniques used to create rune bullets.

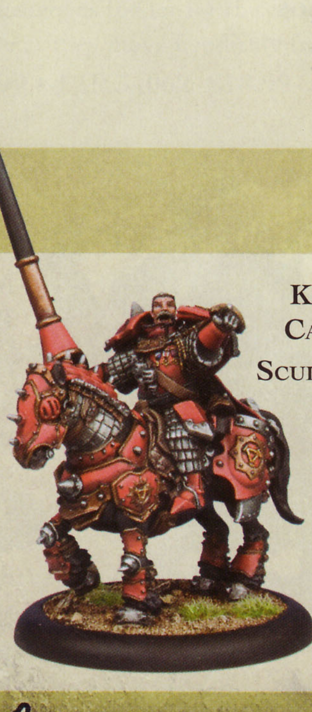
SCULPTOR: EDGAR RAMOS

PIP 31061 $7.99

KHADOR WAR DOG WARCASTER ATTACHMENT

SCULPTOR: VLADD JÜNGER

PIP 33060 $9.99



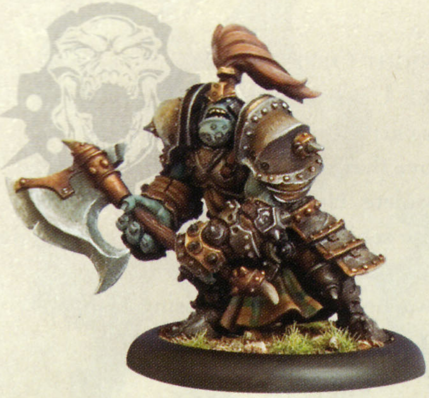
KHADOR KOVNIK MARKOV CAVALRY CHARACTER SOLO

SCULPTOR: GREGORY CLAVILIER

PIP 33061 $27.99

NEW RELEASES

JANUARY 2009



Trollblood Trollkin Hero Solo

Trollkin heroes are great champions whose deeds have spread by word of mouth throughout the kriels. They find it impossible to turn from battle for it is only there that they can stand side by side with their brothers in arms and prove that one axe in a strong hand can make a difference even when opposed by a hundred swords.

Sculptor: Todd Harris

PIP 71039 $17.99

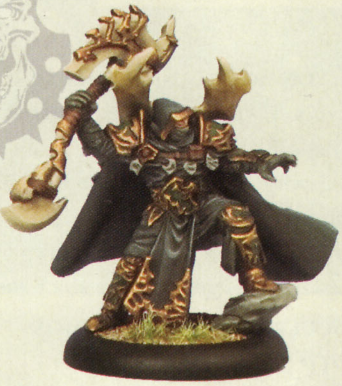
JANUARY 2009

Circle Orboros Druids of Orboros Overseer Unit Attachment

Potents task overseers to watch specific territories and regulate the lesser druids operating within them. The earth opens at their call, wind becomes a sharp-edged weapon unleashed at the wave of a hand, wild beasts answer their unspoken summons, and they can draw on the life force surrounding them to seal the most grievous wounds.

Sculptor: Edgar Ramos

PIP 72042 $10.99



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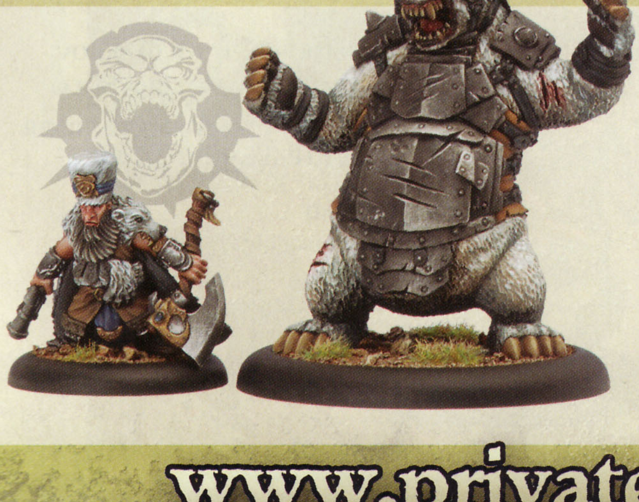


Minion Character Solo
Brun Cragback & Lug Unique Heavy Warbeast

Brun Cragback is a seasoned warrior who would rather kill a man than endure a lengthy conversation. As for Lug, there are few things more terrifying than a twelve-foot-tall armored bear rearing up on its hind legs to roar before charging. No enemy fazes Brun Cragback; whether it flies, slithers, or breathes fire, he will gladly shoot it, chop it down, or send Lug to crush it.

Sculptor: Nicolas Nguyen & Benoit Cosse

PIP 75018 $36.99

NEW RELEASES

Cryx General Gerlak Slaughterborn Character Solo

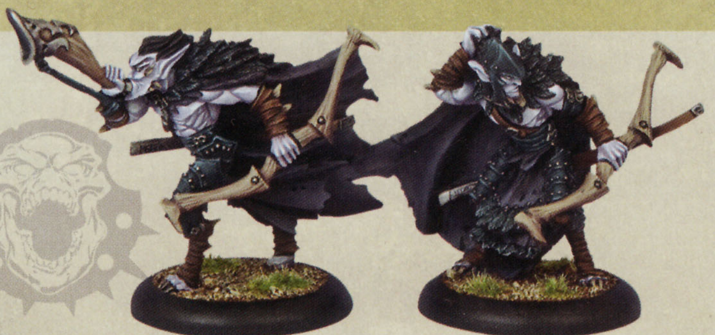
Leading his notorious Bloodgorgers, this horribly blighted trollkin has made his name in a century of massacre. He is one of Cryx's most respected living battle leaders, famed for his irrepressible hunger for war. Slaughterborn has gone to certain death countless times but has won victory or limped back as the sole survivor of each bloodbath.

Sculptor: Aragorn Marks • PIP 34059 $14.99

Cryx Trollkin Bloodgorgers

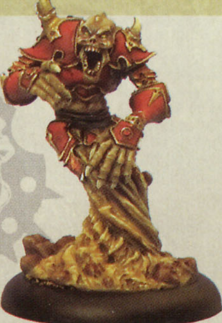
The murderous Bloodgorgers hail from a kriel of black-hearted savages brought to violent frenzy by the taste and smell of blood. They are thrown away by their masters as fodder for the carnage of war. By feasting on the butchered, Bloodgorgers become nearly invincible as they move fiendishly from one victim to the next.

Sculptor: Aragorn Marks • PIP 34061 $54.99 • PIP 34062 $18.99



Legion of Everblight Strider
Officer & Musician Unit Attachment

Sculptor: Todd Harris • PIP 73040 $18.99



Skorne Void Spirit Solo

Sculptor: Aragorn Marks
PIP 74044 $12.99

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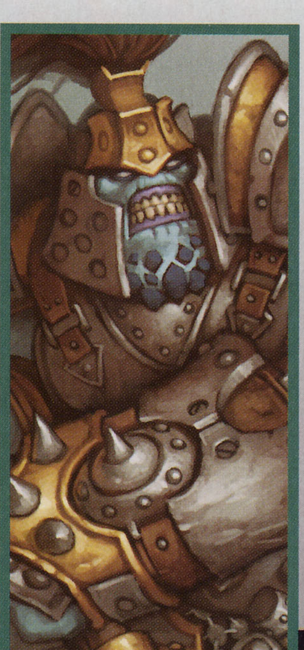
METAMORPHOSIS

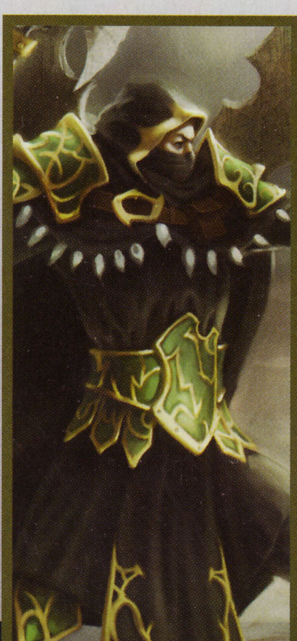
THE FINAL TRANSFORMATION

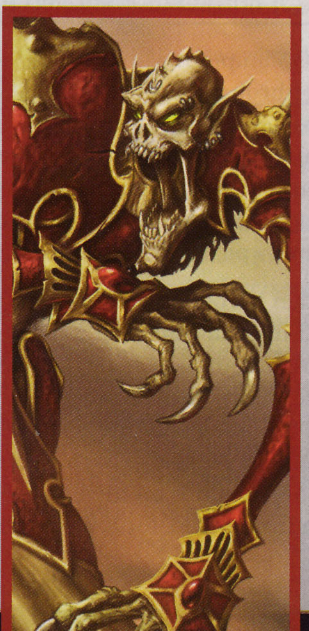
A HORDES: Metamorphosis Preview

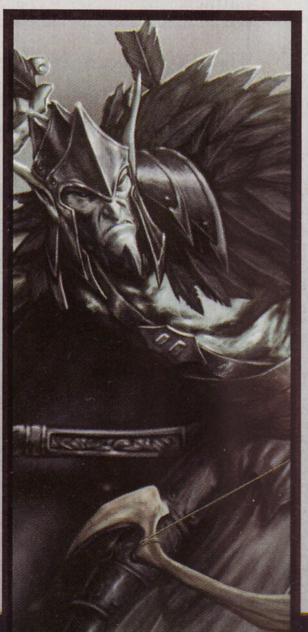
By the **Privateer Press Staff** · Art by **Matt Dixon, Emrah Elmasli**, and **Karl Richardson**

All good things eventually come to an end, and this is now the final *HORDES: Metamorphosis* preview for *No Quarter Magazine.* Take comfort in knowing that the actual book will be in your hands by March, which is just around the corner. The next few pages include some tasty HORDES treats to tide you over. This preview includes two solos—one each for Trollbloods and Skorne—and two unit attachments—for Circle Orboros and Legion of Everblight. Solos and unit attachments often have a tremendous impact on an army's capabilities for a relatively small points investment, and certainly those included here qualify.









Trollkin Hero

TROLLBLOOD TROLLKIN CHAMPION SOLO

> *For hours he held his ground until the very earth was soaked with the blood of their dead. I lost count of how many fell before they ended him.*
>
> —Helgin Kith Elder Bortas, after fighting in the Thornwood

HERO					CMD 9
SPD	STR	MAT	RAT	DEF	ARM
5	8	8	4	12	17

GREAT AXE		
SPECIAL	POW	P+S
Multi	5	13

HERO'S DAMAGE	10
FIELD ALLOWANCE	2
VICTORY POINTS	1
POINT COST	38
BASE SIZE	Medium

Hero

Battle Formation - While in base-to-base contact with one or more friendly Trollkin Champion models, the Hero gains +2 DEF against melee attacks and cannot be knocked down.

Commander - The Hero has a command range equal to his CMD in inches. Friendly Trollblood models/units in his command range may use the Hero's CMD when making command checks. The Hero may rally and give orders to friendly Trollblood models in his command range.

Fearless - The Hero never flees.

Furious Charge - The Hero may charge at SPD +5 and cross rough terrain though he suffers normal movement penalties.

Inflamed - The Hero gains a cumulative +1 on attack and damage rolls each time a friendly Trollkin Champion model in the Hero's command range is destroyed by an enemy attack. This bonus lasts for one round.

Retaliatory Strike - When a model hits the Hero with a melee attack, after the attack is resolved, the Hero may immediately make one melee attack against the attacking model.

Tough - When the Hero suffers sufficient damage to be destroyed, his controller rolls a d6. On a 5 or 6, the Hero is knocked down instead of being destroyed. If the Hero is not destroyed, he is reduced to one wound.

Great Axe

Back Swing (★Attack) - The Hero may immediately make two Great Axe attacks.

Reach - 2" melee range.

Tactical Tip

Retaliatory Strike – If the Hero is destroyed, he cannot make this attack.

Trollkin heroes are great champions whose deeds have spread by word of mouth throughout the kriels. Hardened by countless battles, these heroes' shoulders have held the weight of entire kriels, and they have offered themselves as sacrifices for those who rely on their strength. It is some comfort to know that song and stone will immortalize their deeds even as the crows pick at their bones.

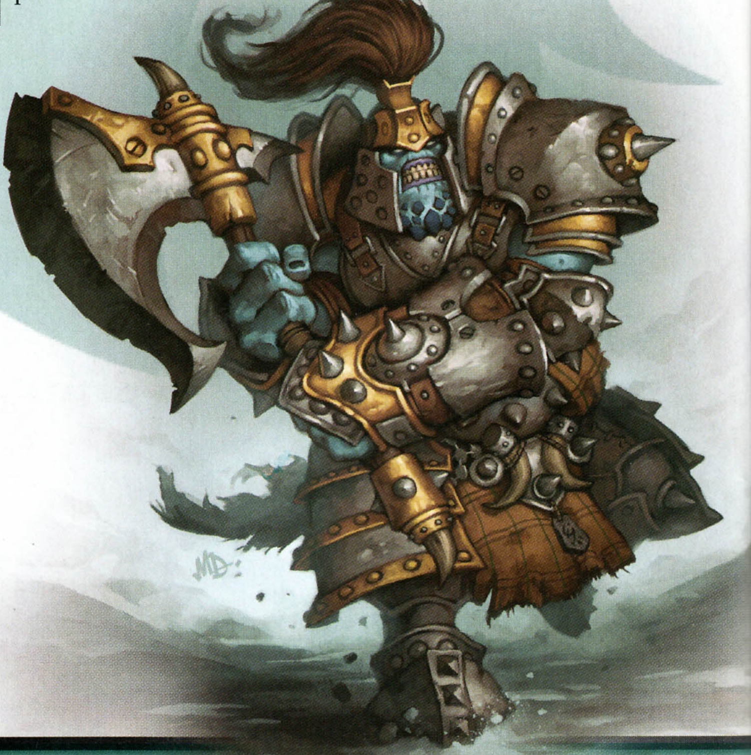
This is not to say all trollkin heroes are the same; to be sure, they are as different from one another as all great leaders must be. Some are bloodthirsty berserkers with sour tempers whose presence in times of peace is a strain on their kith. Others are brooding and introspective, speaking little and avoiding all company. Each of these heroes is alike when life and death is on the line. They find it impossible to turn from battle, for it is only there that they can prove that one axe in a strong hand can make a difference even when opposed by a hundred swords.

USING THE TROLLKIN HERO

Most Trollblood players know the value of their Trollkin Champions and may find it difficult to stomach compiling a list that does not include these hardy and deadly combatants. The Trollkin Hero is similarly stalwart fielded individually or as a pair to tie up the enemy. More often he will be included to fight alongside his friends, the Champions.

There are several reasons to use a Trollkin Hero as the "6th Champion" alongside a unit, most particularly the fact that his Battle Formation provides a similar benefit as Brothers in Arms with the added bonus of being immune to knockdown. Inflamed turns the Hero into a killing machine on any round following the deaths of nearby Champions. Running one or two Heroes in the midst of two Champion units can make for a terrifying block of hardy and deadly melee combatants that will take any enemy a substantial investment to eliminate. To get the most of Inflamed it's best not to run the Hero up front, but rather as a secondary threat lurking behind a wall of his brethren.

With 10 wounds, ARM 17, easy access to DEF 14 against melee attacks, and Tough, the Hero can certainly withstand extreme punishment. Furthermore Retaliatory Strike ensures that anyone attacking him who does not finish off will feel the pain.



Druid of Orboros Overseer

CIRCLE ORBOROS DRUIDS OF ORBOROS UNIT ATTACHMENT

> *That you intruded here in ignorance matters not. You cannot depart. Every action has consequences. You may have a moment to pray to your god.*
>
> —Overseer Miredor, Mistress of a Hundred Talons

Those who reach this rank have proven they possess the ambition and drive required to master their wilding. This is a time of testing by the higher ranks. An overseer must learn not only to apply his strength to further the goals of the Circle, but also to effectively lead others. Potents task overseers to watch specific territories and regulate the lesser druids operating within them.

They must travel between sacred sites and protect them from interlopers who would defile them. An overseer moved to wrath is like the darkening sky before a thunderstorm, the rumbling earth during an earthquake, or the approaching roar of a torrential flood. The earth opens at their call, wind becomes a sharp-edged weapon unleashed at the wave of a hand, wild beasts answer their unspoken summons, and they can draw on the life force surrounding them to seal the most grievous wounds.

USING THE DRUID OF ORBOROS OVERSEER

The Druids of Orboros start as a tremendously versatile tool in the Circle player's arsenal, and the Overseer takes them over the top with new options while bolstering their existing strengths. Even without using his other abilities the Overseer increases the power of the Devouring by +1 just by participating. Beast Master allows a unit of druids plus a warbeast or two to become an effective flanking force since the beast(s) can be forced even outside the warlock's control area. The Overseer can't remove Fury, but this can still allow for a powerful first strike.

OVERSEER					CMD 9
SPD	STR	MAT	RAT	DEF	ARM
6	6	7	4	14	13

VOULGE		
SPECIAL	POW	P+S
Reach	4	10

DAMAGE	5
FIELD ALLOWANCE	1
VICTORY POINTS	+1
POINT COST	28
BASE SIZE	SMALL

Overseer

Beast Master - The Overseer can force friendly Circle warbeasts within a number of inches of him equal to his current CMD as if he were a warlock.

Spell Thrower - Once per game during his unit's activation the Overseer may use Spell Thrower. This activation, models in his unit that perform a special action or special attack may perform one additional special action or special attack.

The Devouring (Order)

Officer - The Overseer is the unit leader.

Tactics: Spell Lore - Models in the Overseer's unit gain the following Magic Ability spells:

- **Healer (★Action)** - Remove one damage point from a friendly living Circle warbeast within 8" of the model casting this spell.
- **Nudge (★Action)** - Target friendly Circle model within 8" of the model casting this spell may be moved up to 1". A model cannot end this movement out of formation. A model can only be moved once per turn by Nudge.
- **Wind Strike (★Attack)** - Wind Strike is a RNG 8 magic attack. Enemy models hit by Wind Strike are pushed d3" directly toward or away from the model casting this spell. The Druid's controller chooses the direction the model is pushed before determining the distance it is moved.

Unit Abilities - The Overseer has Druids of Orboros unit abilities.

Voulge

Reach - 2" melee range.

Tactical Tips

Spell Thrower – Models in this unit can still cast spells after casting Counter Magic. Remember though, The Devouring is not a special attack or special action, so Spell Thrower will not allow the Druids to cast a spell after performing The Devouring.

The Devouring (Order) – Remember that the Overseer is the unit leader while he's in play.

Spell Thrower is a fantastic once per game ability which lets the druids fire off two spells in a single round. While this ability does not allow doubling up of the Devouring, it can allow for a barrage of Elemental Bolt attacks, or simultaneous activation of defensive abilities such as Counter Magic and Summon Vortex. Given the Overseer brings three new spells, this feat becomes even more versatile. Nudge and Wind Strike allow the unit to play games with distances to set up charge lanes, either nudging a friendly model within range or bringing the enemy closer, whichever you prefer! Healer adds considerably to a living warbeast's resiliency particularly if combined with Shifting Stones, innate Regeneration, or a warlock's own healing capability.

Void Spirit

Skorne Solo

> *They are an unclean reminder of the Void, but in this desperate hour I will refuse no weapon, however vile.*
>
> —Archdomina Makeda

VOID SPIRIT					CMD 8
SPD	STR	MAT	RAT	DEF	ARM
6	6	7	3	14	12

KILLING TOUCH		
SPECIAL	POW	P+S
Void Walk	6	12

DAMAGE	5
FIELD ALLOWANCE	2
VICTORY POINTS	1
POINT COST	24
BASE SIZE	SMALL

Void Spirit

Annihilator - Living models destroyed within 3" of the Void Spirit never provide a soul token.

Death Spirit - The Void Spirit gains an additional die on its melee damage rolls against living models.

Incorporeal - While Incorporeal, the Void Spirit ignores movement penalties from rough terrain and obstacles. It can move through obstructions and other models if it has enough movement to move completely past the obstruction or model's base. A model may move through the Void Spirit if it has enough movement to move completely past the Void Spirit's base. The Void Spirit does not count as an intervening model. The Void Spirit cannot engage models or be engaged. The Void Spirit only suffers damage and effects from magic attacks, animi, spells, and feats and is not affected by continuous effects. Continuous effects on an Incorporeal model expire during its controller's Maintenance Phase. The Void Spirit cannot be charged, slammed, or pushed. Slammed and thrown models move through the Void Spirit without effect. When the Void Spirit makes an attack it loses the Incorporeal ability for one round.

Poltergeist - When the Void Spirit is missed by an attack made by an enemy model, immediately after the attack has been resolved the Void Spirit's controller may choose to have the attacking model pushed d3" directly away from the Void Spirit.

Terror - Enemy models/units in melee range of the Void Spirit and enemy models/units with the Void Spirit in their melee range must pass a command check or flee.

Undead - The Void Spirit is not a living model and never flees.

Void Leap (★Action) - Center a 3" AOE cloud effect on the Void Spirit. The AOE remains in place even if the Void Spirit moves or is placed. While within the AOE, living models suffer -2 ARM. Void Leap lasts for one round.

Killing Touch

Void Walk - When the Void Spirit destroys a living enemy model with a melee attack, its controller may place it anywhere completely within 10" of its current location. There must be room for the Void Spirit's base.

Void spirits are the disembodied specters of departed skorne souls which, through some unnatural compulsion, have come back into the world to plague the living. Even short exposure to horrors beyond death's veil causes irreversible damage to the skorne spirit's psyche, ripping away former memories and leaving a thirst to lash out and kill. While the use of these creatures as weapons has caused some strain among the ranks, the Supreme Archdomina has issued a decree authorizing their use.

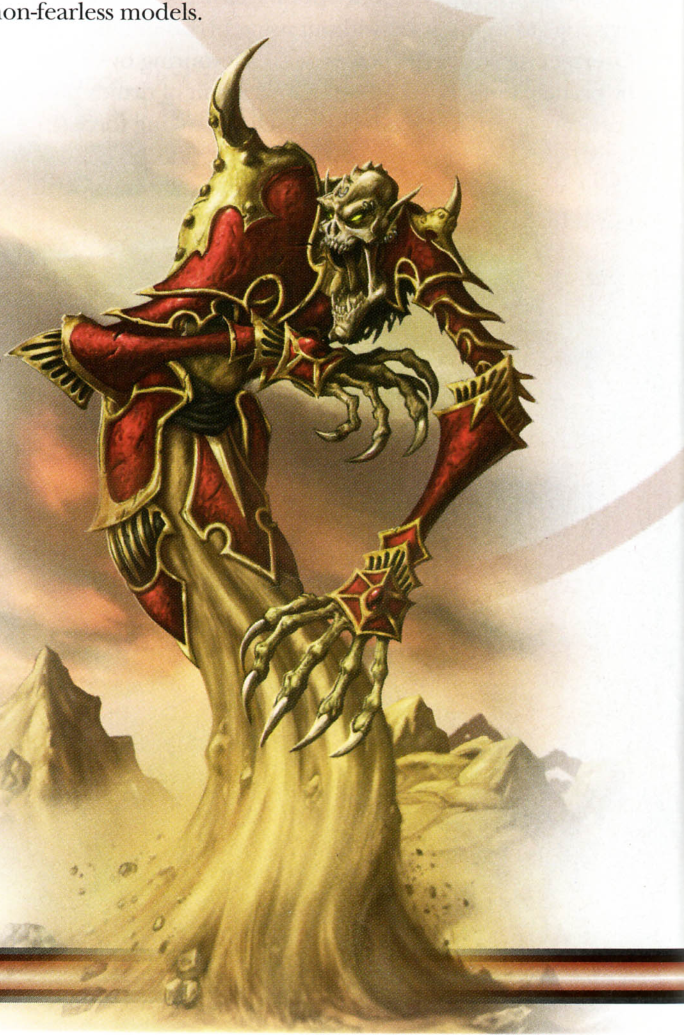
The touch of a void spirit is antithetical to life, siphoning all vitality away in a single painful moment and leaving nothing but an empty and shriveled husk. Void spirits jealously clutch at the souls of those killed around them, seeking to subject others to the pain they have endured. They are never entirely at ease on Caen and thus flicker from one place to another as they fight, making them difficult to corner or pin down.

USING THE VOID SPIRIT

At its simplest, the Void Spirit is a great solo with an affordable point cost that offers a substantial melee threat, particularly against living models. However, it has much more to offer, including employing Void Leap to lower enemy ARM values before other models attack or serving as a diversion the enemy cannot ignore.

Poltergeist is a nice defensive effect which can severely interfere with an enemy's plans when they miss. It helps to take advantage of terrain and cloud effects to push the Void Spirit's DEF higher to increase the odds of survival.

One of the strongest abilities in the Void Spirit's arsenal is Void Walk, and skorne players should endeavor to make good use of this whenever possible, to place the Void Spirit engaging and threatening significant enemy assets. Since the Void Spirit has Terror, this can also prompt some immediate command checks on non-fearless models.



Strider Officer & Musician

LEGION OF EVERBLIGHT BLIGHTED NYSS STRIDER UNIT ATTACHMENT

> *The striders are both hunter and hound. That horn calls them to chase and sets their prey to flight.*
>
> —Kaya the Moonhunter

Strider deacons are tremendously efficient hunters and killers. Their skill with the bow derives from a unique mix of inherent Nyss traditions and the blight-based enhancement to their bodies. They have quickly risen to leadership positions within the newly evolving blighted Nyss society. Deacons must operate with autonomy, instantly learning the lay of the land in new regions and standing ready to utilize that knowledge in the ever-changing plans of the Legion. In time deacons become living repositories of battle tactics and artisans of ambush.

The horn bearers who follow them into battle communicate a deacon's will across the most desolate landscapes. By their sound, deacons call striders to assemble or unleash them upon the enemies of Everblight. Nyss have used such horns since ancient times to rapidly convey information across great distances, particularly in times of strife. In battle they can also belt out a mournful wail that drowns out all other sound and sends an instinctive chill straight to the bones of their enemies.

DEACON					CMD 9
SPD	STR	MAT	RAT	DEF	ARM
7	6	7	8	15	11

MUSICIAN					CMD 6
SPD	STR	MAT	RAT	DEF	ARM
7	6	5	6	15	11

NYSS LONG BOW			
RNG	ROF	AOE	POW
12	1	—	10

SWORD		
SPECIAL	POW	P+S
—	3	9

DEACON'S DAMAGE	5
FIELD ALLOWANCE	1
VICTORY POINTS	+1
POINT COST	28
BASE SIZE	SMALL

Deacon

Officer - The Deacon is the unit leader.

Tactics: Bushwhack - Models in this unit gain Bushwhack. A model with Bushwhack may make ranged attacks before moving. After all models in this unit have completed attacking, models in this unit may advance normally but can take no additional actions.

Tactics: Rapid Shot - Models in this unit gain Rapid Shot. When a model with Rapid Shot hits an enemy model with a ranged attack during its activation, immediately after this attack has been resolved, it may make one additional ranged attack. Attacks gained from this ability cannot generate further additional attacks from this ability. Attacks gained from Rapid Shot do not count against a weapon's ROF.

Unit Abilities - The Deacon has Strider unit abilities.

Musician

Combat Coordination - While the Musician is in play, models in this unit may make combined ranged attacks in skirmish formation groups rather than open formation groups.

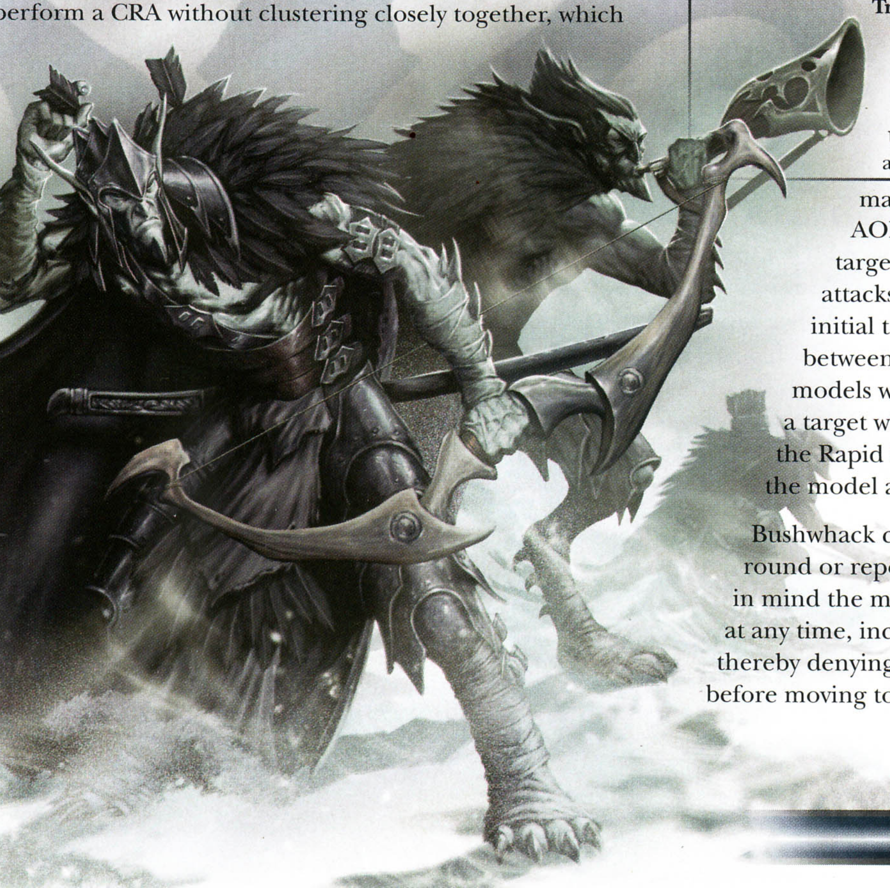
Musician - While the Musician is in play, models in this unit never flee.

Trumpet of Doom - Once per game during his unit's activation, the Musician may use Trumpet of Doom. Enemy models/units currently within 10" of the Musician cannot give or receive orders for one round.

Unit Abilities - The Musician has Strider unit abilities.

USING THE STRIDER OFFICER

Both of the base units receiving attachments in this month's previews are already exceptional at their function, which makes bolstering their abilities even more exciting. Two of the most exciting new tools are Combat Coordination and Tactics: Rapid Shot. Combat Coordination lets the Striders perform a CRA without clustering closely together, which makes them both more resilient against AOE attacks and adds flexibility in picking targets. Rapid Shot can potentially double attacks so long as each firing model hits its initial target. Just be mindful of the interaction between this ability and CRA, in that secondary models which participate in a CRA attack against a target will not be able to add that CRA bonus to the Rapid Shot which follows since they were not the model actually making the attack.



Bushwhack can help the Striders survive another round or reposition for best strategic impact. Keep in mind the musician can activate Trumpet of Doom at any time, including before Bushwack movement, thereby denying nearby models orders for a round before moving to a better position.

A Privateer Press Staff WARMACHINE Battle Report

BLOOD VS. IRON

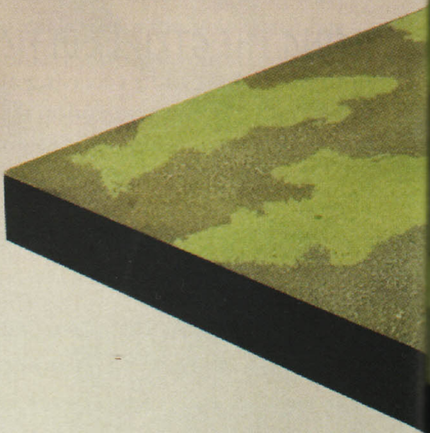
No Quarter Battle Reports put you in the thick of the fight. Get inside the head of each player, learn their tactics and strategies, and see their mistakes and brilliant epiphanies.

by **Dave Dauterive** and **Brent Waldher** · Art by **Imaginary Friends Studios**

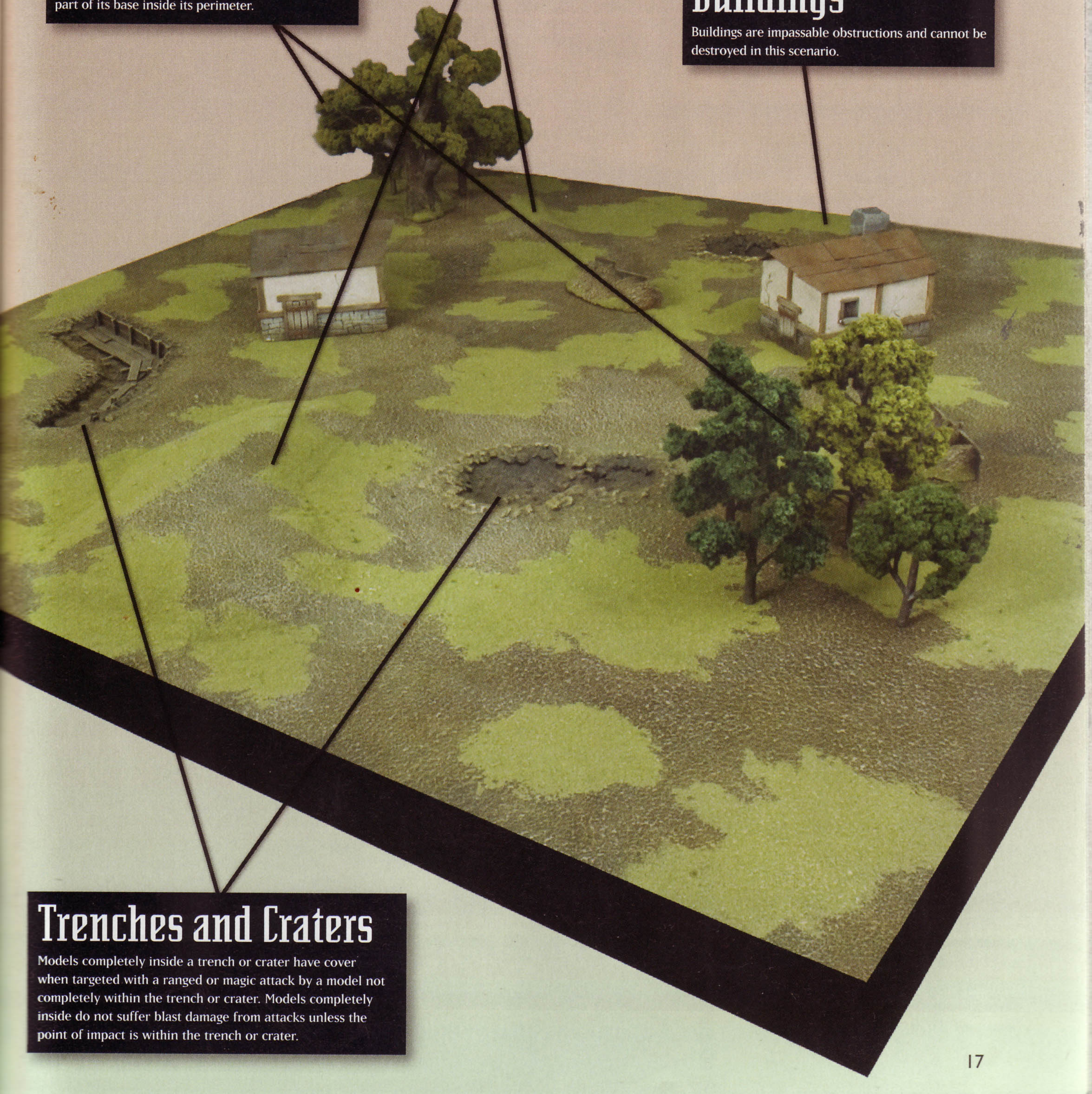
Greetings, Gearheads! Your trusty Editor-in-Chief here. With the start of 2009 and the beginning of **Year of the Gear**, we toyed around with several different ideas for this issue's battle report, until I laid down the law and said: "And lo! Thou shalt play a game wherein one side bringeth mostly the stalwart infantry whilst the other bears the might of mostly warjacks." (Or something like that; my Menite grammar is a bit rusty). Most of the people here thought that I was crazy for the suggestion, but I had a *vision*.

With plenty of new employees (read: "fresh meat") in the company this time around, I decided to pit one of our recent additions against one of our salty dogs. I tapped Dave Dauterive and Brent Waldher to shoulder the burden and tasked them to create a battle report pitting the two most hated enemies of Immorean against one another: infantry versus warjacks. It was time to settle the score once and for all!

Just to make things simple, I had them play on a standard map. No crazy scenarios, no exploding pieces of shrubbery, and no Menites! (Neither of them trusts those Menites much). Since the release of *WARMACHINE: Legends*, both sides had access to some particularly salivation-worthy choices for their armies and they both dove in, ready to see if meat or metal would come out on top.



THE BATTLEFIELD



Hills

Hills provide models with elevation. A model on higher elevation than its attacker gains +2 DEF against ranged and magic attakcs from that opponent.

Forest

Forests hinder movement and make a model inside it difficult to see. A forest is considered rough terrain but also provides concealment to a model with any part of its base inside its perimeter.

Buildings

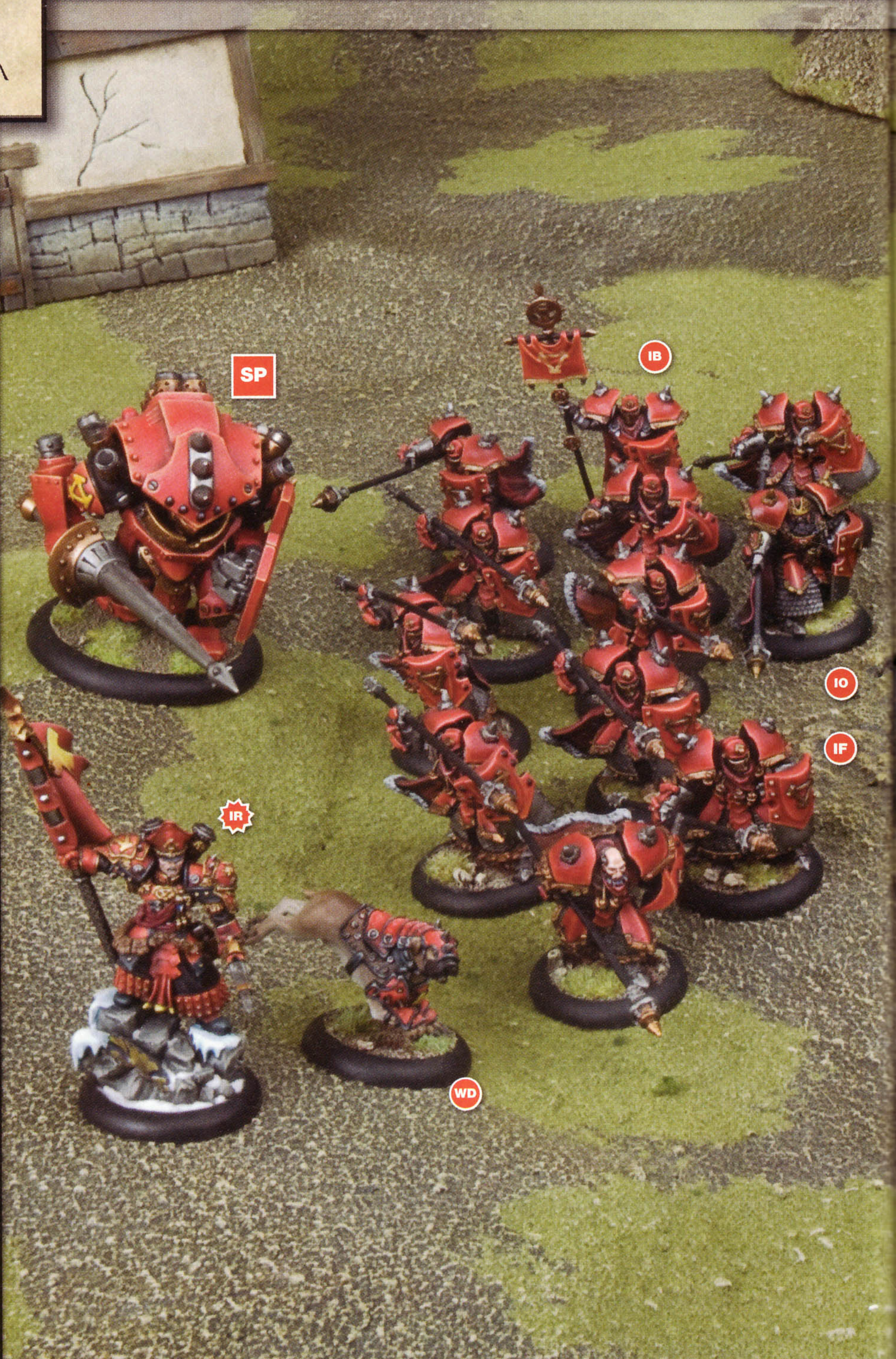
Buildings are impassable obstructions and cannot be destroyed in this scenario.

Trenches and Craters

Models completely inside a trench or crater have cover when targeted with a ranged or magic attack by a model not completely within the trench or crater. Models completely inside do not suffer blast damage from attacks unless the point of impact is within the trench or crater.

KHADOR

Dave Dauterive



Dave's Troop Selection

There should be no doubt Supreme Kommandant Irusk, "the Empire's perfect officer," is the ideal Khadoran troop 'caster. Gurvaldt Irusk is a master of combined arms, with Tough to grant to troops in his CMD, a versatile spell list for any occasion, and a feat that enables his entire army to come to grips with the enemy. For situational defenses, I took the Spriggan to create a wall of steel in front of Irusk and the War Dog to supply +2 DEF in melee. The heart of my army would be two units who can take a beating and dish out a world of hurt: Iron Fang Pikemen and Man-o-War Demolition Corps. Tactical Supremacy would ensure either unit would be in the ideal position with those extra 3".

Greylord Ternions make an amazing addition to any list. They can provide arcane protection with Blizzard, deliver an offensive punch with Frost Bite, or prepare a target for my Winterguard Mortar Crew with Ice Cage. Granted the Battle Wizard Cohort ability by the Koldun Lord, they can even be a potential threat on the charge. Yuri the Axe and a pair of Manhunters would constitute the long arm of my hammer. They have the speed to strike where I want and, thanks to Stealth, the potential to remain fairly safe for most of the game.

Finally, the all-star unit of the Great Bears of Gallowswood can deal the ultimate uppercut against any enemy, be it man or machine. If this unit is Battle Lust-ed and I throw out five dice of damage, any warjack will shake in its gears, especially since I choose where to allocate the pain. Toot toot! Here comes the pain train!

Model/Unit	Points/VP	
Supreme Kommandant Irusk	80 / 5	IR
Spriggan	132 / 4	SP
War Dog	18 / 1	WD
Koldun Lord	30 / 1	KL
Manhunter x 2	44 / 1 ea.	MH MH
Yuri the Axe	32 / 1	YU
Great Bears of Gallowswood	76 / 2	GV GK GY
Greylord Ternion x 2	86 / 2 ea.	GT GT
Iron Fang Pikemen (10)	95 / 2	IF
Iron Fang Officer		IO
& Standard Bearer	35 / +1	IB
Man-o-War Demolition Corps (4)	70 / 3	MW
Winterguard Mortar Crew x 2	50 / 1 ea.	MO MC MO MC
Total	**748/27**	

GT
GT
KL
MO
MC
MO
MC
MW
MH
GY
GK
YU
GV
MH

Cryx

Brent Waldher

Brent's Troop Selection

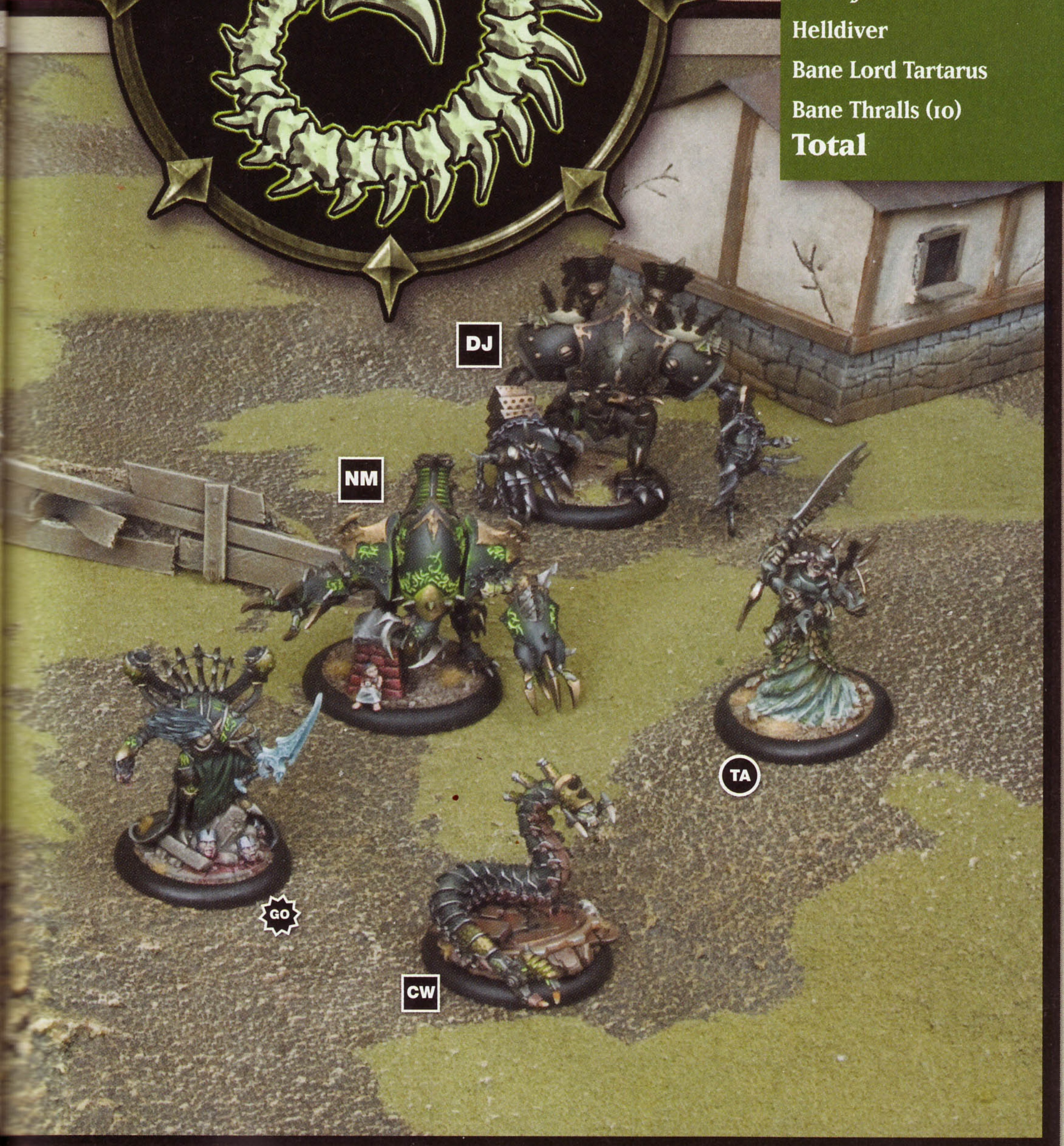
I had the enormous task of fielding a Cryx 'jack force against the full might of the Khadoran infantry. Faced with such overwhelming odds, I decided to do the only thing I know how: bewilder my opponent with how much "awesome" I can bring to the table for 750 points.

I have to respect Goreshade the Cursed for what he pulled on Ethrunbal as a spokesperson for the Legion of Everblight, so I made the devious elf my 'caster. Luckily, he happens to have a nifty little spell called Shadowmancer; something about my entire army gaining Stealth and Dark Shroud seems right to me. Psychic Vampire should keep the Greylords from hosing me down with ice every round as well. And he wields a sword stolen from a god, how cool is that?

Next, if I was going to place only "awesome" in my list, I needed to find all the coolest things Cryx has to offer. In this case, I took a hard look at the character 'jacks, knowing they are generally packed with cool. The Deathjack was an undeniable choice; for the most part he generates his own Focus and can Necrovent for crowd control. I decided to take the Nightmare as well, to deal with the hard armor I know Dave will bring. If I assign Death Tracker to some of his harder units and keep up Shadowmancer, I should be able to splatter even his toughest Man-o-War. The Cankerworm was extremely attractive. Its abilities such as Meat Grinder were made for going up against lists like Dave's, and Scutter could save me from the retribution Dave might seek when I turn his army into processed meat stuff. I took the Helldiver because I like to field anything my opponent might forget. It's easy to overlook a simple token, and the thought of him walking into that landmine brings me distinct pleasure. I then added a pair of Defilers. Arc nodes produce a corrosion effect with their Sludge

Brent's Cryx Army

Model/Unit	Points/VP	
Goreshade the Cursed	83 / 5	GO
Cankerworm	75 / 2	CW
Nightmare	121 / 4	NM
Defiler x2	90 / 1 ea.	DF DF
Deathjack	154 / 4	DJ
Helldiver	44 / 1	HD
Bane Lord Tartarus	40 / 1	TA
Bane Thralls (10)	134 / 2	BT
Total	**741 / 28**	



Cannons. I can pair that with Ablation from the Cankerworm if I have to use him to engage any heavy 'jacks.

To round out my army, I brought only one full unit of Bane Thralls to benefit from Goreshade's elite cadre and Bane Lord Tartarus to keep them in line.

This is a tiny list for the points, but it brings plenty of tools to the table. Not only would Dave have to account for typical game play, but he would also have to remember all the special abilities and synergies I have. I just hoped I could remember them all.

KHADOR

Dave

Khador Deployment

Sons and daughters of the Motherland! Ignite the fires of your hearts and bring pain and death to these vile mechanikal constructs . . . er . . . again! The blood flowing through your veins burns hotter than the furnaces of any warjack!

I won the roll to set up and go first, which was fine by me. I find it is always ideal to determine where the battle will be fought. Because Brent's army was considerably smaller, he would have the advantage of being able to deploy opposite threats. No matter. Irusk grants mobility to the infantry in is CMD, which allowed me to shift my forces to align with any threat.

Dead center were Irusk, the Spriggan, War Dog, and Great Bears. This way they could move to wherever they are needed as the battle unfolds. The Iron Fangs secured the right flank. Sure, they faced a rut of rough terrain just ahead of them, but they could easily overcome it thanks to Furious Charge and Defensive Formation. The Demolition Corps anchored the left. They would do nothing but run straight into the heart of the enemy.

I deployed my Ternion Greylords equally throughout the battle lines: one Ternion for the Man-o-Wars and another for the Iron Fangs. They would advance behind the frontliners to provide cloud effects for protection. The Mortars would bring up the rear to unleash a never-ending barrage of artillery fire.

Cryx

Brent

Cryx Deployment

It's intimidating to look across the field to all those models, but I knew with the proper use of the terrain I can limit Dave's effectiveness. All those bases needed somewhere to go to attack.

When facing a significantly larger force I have found that if I limit where my opponent can begin an attack I greatly increase the odds of my survival. In this case, I deployed to the left side of the board to use that house as my main barrier against the Khador advance. The edge of the board would keep my other flank free, and that forest would stall a direct run at my forces. I gave him a small lane to assault. My force was small enough to make the attack window large enough for me to strike at him.

KHADOR

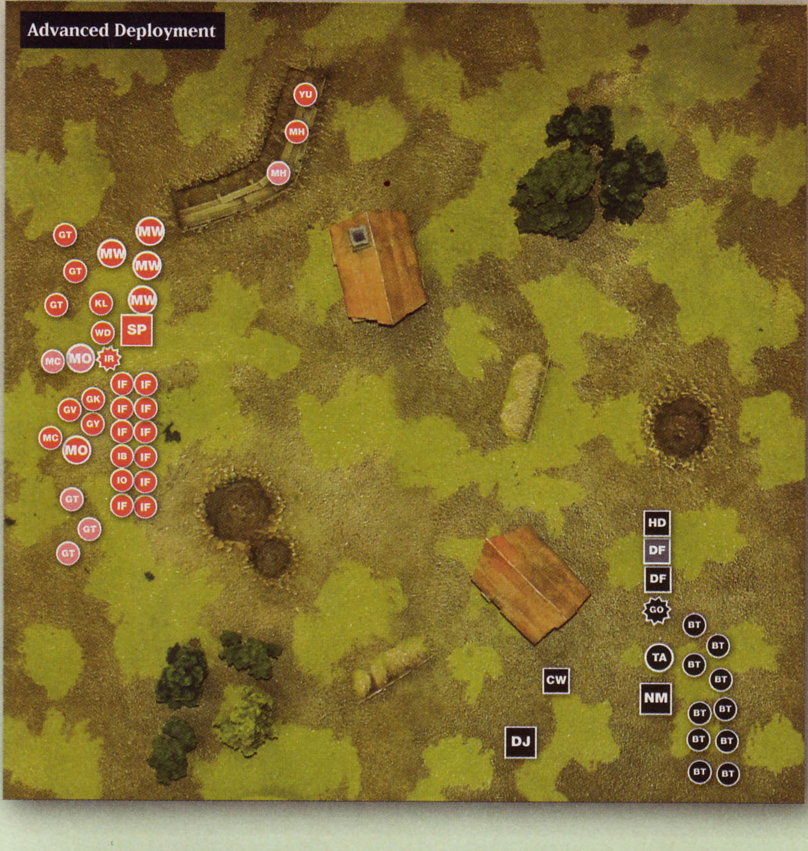
Dave

Khador Advance Deployment

What better flanking force than a three-man (actually two men and a woman) wrecking crew of Manhunters and Yuri? I deployed those together on my left flank to force Brent to deploy the Deathjack and Cankerworm. I was going first, so if he wanted to put those fighters on the same flank, great! If not, they would be closer to my Iron Fangs. Either way, Manhunters and Yuri are ideal units to deal with pesky warjacks. If unopposed, they would shoot up the flank to circle behind the enemy and pick off any loners.

Cryx

Brent



Advanced Deployment

Cryx Advance Deployment

Dave's attempt to flank me was disturbing, but my strategy still held. It would take a couple turns for his flanker to catch up to my force. If need be I could use the Thralls and Tartarus to deal with them.

I placed the Deathjack and the Cankerworm pretty close to my army; I didn't want to leave them swinging in the wind, and I wanted to drive the Khador forces forward to engage me. I needed to separate the enemy's support forces from his offensive forces, which demanded I hang back and let him draw his army out. The Nightmare then chose its first victims: the Iron Fangs.

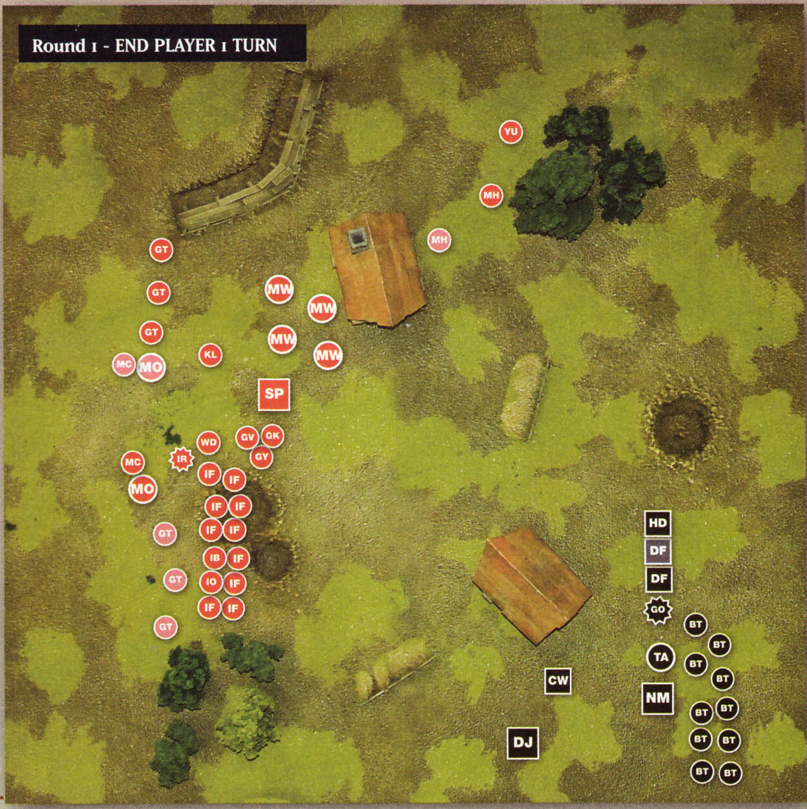
KHADOR

Dave

ROUND 1 • TURN 1

Time to get this beast moving! My first turn was all about positioning. Since Brent's Advance Deployment 'jacks wouldn't be close enough to really threaten my infantry, I could afford to simply rush straight to the middle of the battlefield. The Spriggan and the Iron Fang Pikemen unit ran at Brent's frontlines. I had Irusk cast Tactical Supremacy on my Demo Corps and Fire for Effect on one of the Mortars. As they are a slower unit than most, any extra movement is always welcome. It is almost as good as an 11" run with them!

For the rest of my turn, I ran the rest of my support units into ideal positions. Yuri and company shotgunned straight up my left flank to give Brent something to think about.


Round 1 - END PLAYER 1 TURN
YU
MH
MH
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GT
GT
MW
MW
MW
MW
MC
MO
KL
SP
WD
GV
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GY
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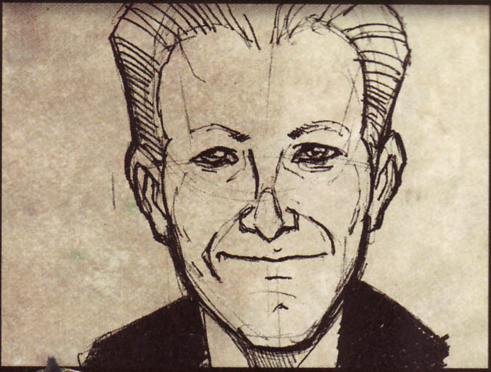
Cryx

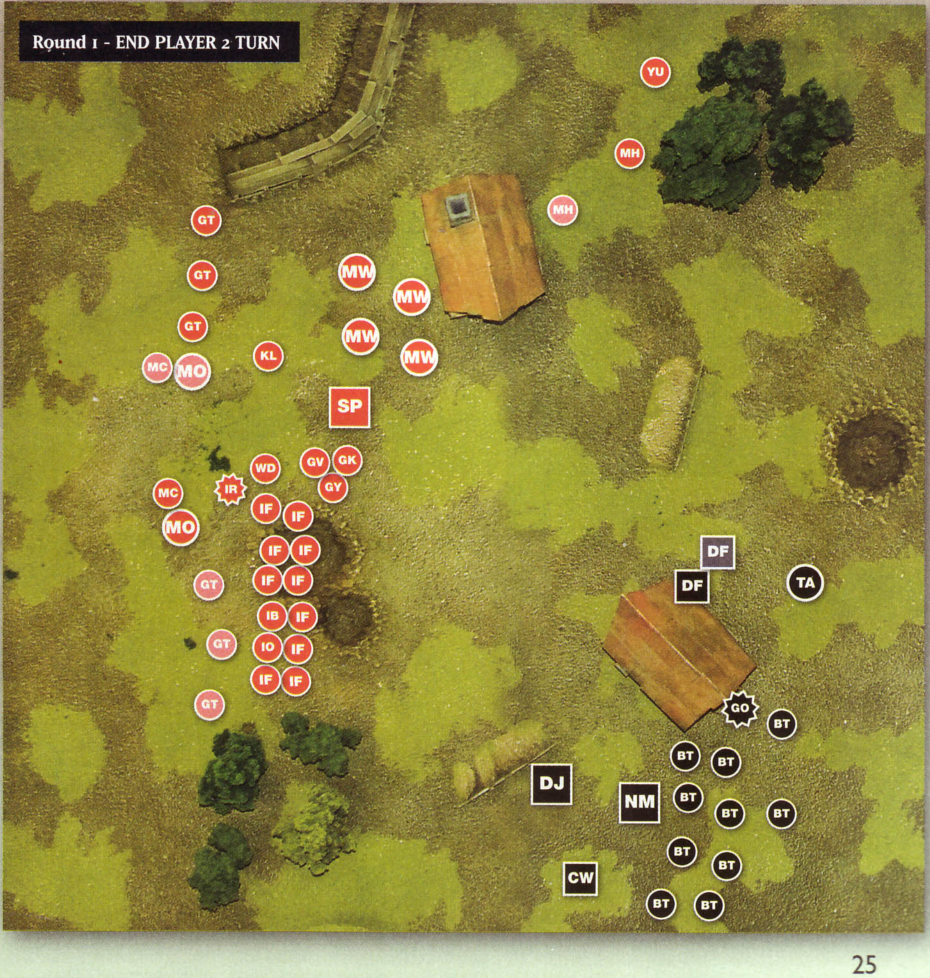
Brent



ROUND 1 • TURN 2

I played pretty conservatively this round. First, I repositioned my Defilers a bit to get a shot on those incoming Man-o-War on the right flank. I also drove my Helldiver beneath the soil to prepare a nice surprise for those same forces. Goreshade got nice and close to the house to ensure all my battle group could benefit from Shadowmancer, and I pushed Psychic Vampire to maximum effectiveness. I also moved up the Nightmare and the Deathjack to get them ready to deflect or absorb those Iron Fangs. The Deathjack fired off a quick Abyssal Gate at the closest Iron Fang to give them a taste of what was to come.

I probably could have positioned the Cankerworm closer. I might regret being so conservative, but if things go dramatically sour for me in the next round I will need the Cankerworm for cleanup.


Round 1 - END PLAYER 2 TURN
YU
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MH
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GT
MW
MW
MW
MW
GT
KL
MC
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SP
WD
GV
GK
GY
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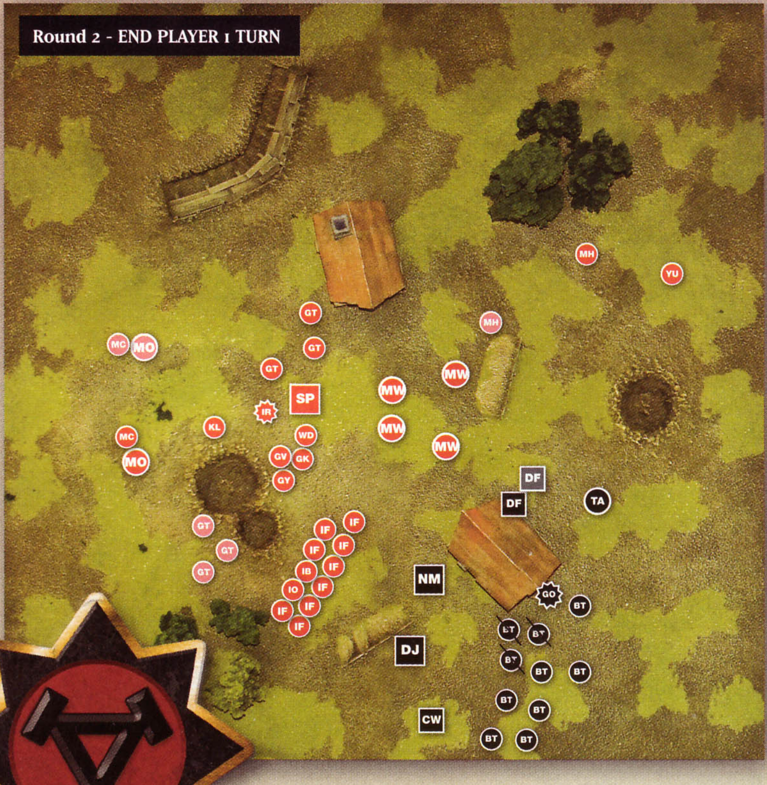
KHADOR

Dave



ROUND 2 • TURN 1

All was going according to plan. It appeared Brent's units would be just out of striking distance, so it was time to spread the net. The trick was to give Brent too many targets to worry about, thus giving me an opening to wrench out his mechanikal heart! I upkept both spells since the Demo Corps were still out just a little too far. Personally, I blame the overly cautious placement of Brent's bonejacks, but no matter. They will crumble just the same.

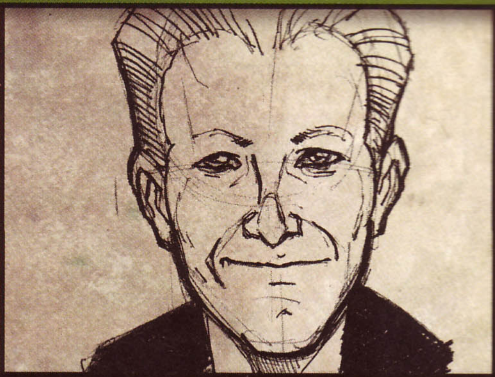
Irusk cast an Artifice of Deviation right on the rough terrain that bogged down the Iron Fangs. It was essential to keep them moving so they could join the fun. I used Defensive Formation and then ran them into tight formation, giving me a solid block right in front of his forces. Ideally, combined with Total Obedience they would survive the inevitable hits and keep on fighting.

I always believe the first Mortar round fired is the "ranging shot." You never know what could happen! In this case, a perfect drift toward Brent's Bane Thralls destroyed three of them with auto-boosted blast damage rolls! The look on his face was priceless.

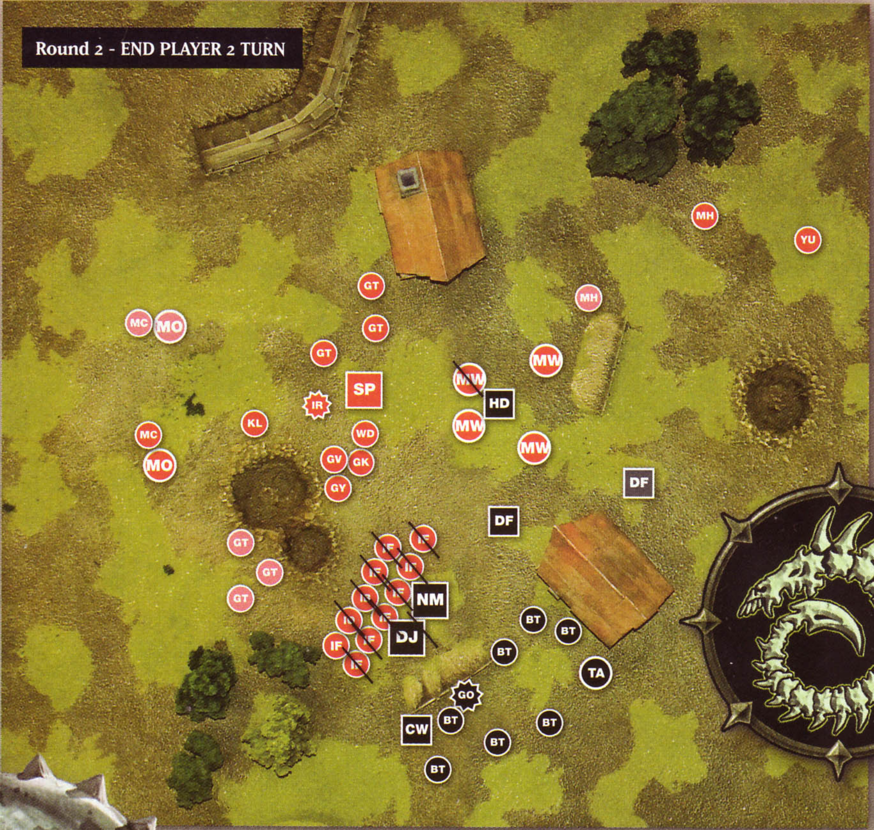
The Greylords went around throwing some lovely Blizzard cloud effects over my troops. Not that it would really help my chances in close combat, but it would prevent Brent from drawing LOS to certain models. As it is, I managed to hit only with one of my own Iron Fangs. (You have to love rolling dice sometimes.) That done, it was time for the real contact with the enemy.

Cryx

Brent



ROUND 2 • TURN 2



At this point it was clear to me Khador will shoot at anything, even if they can't see it. Turns out that can work pretty well against Bane Thralls, but I am glad Shadowmancer is paying off. My heavy 'jacks will be in mint condition for the coming assault.

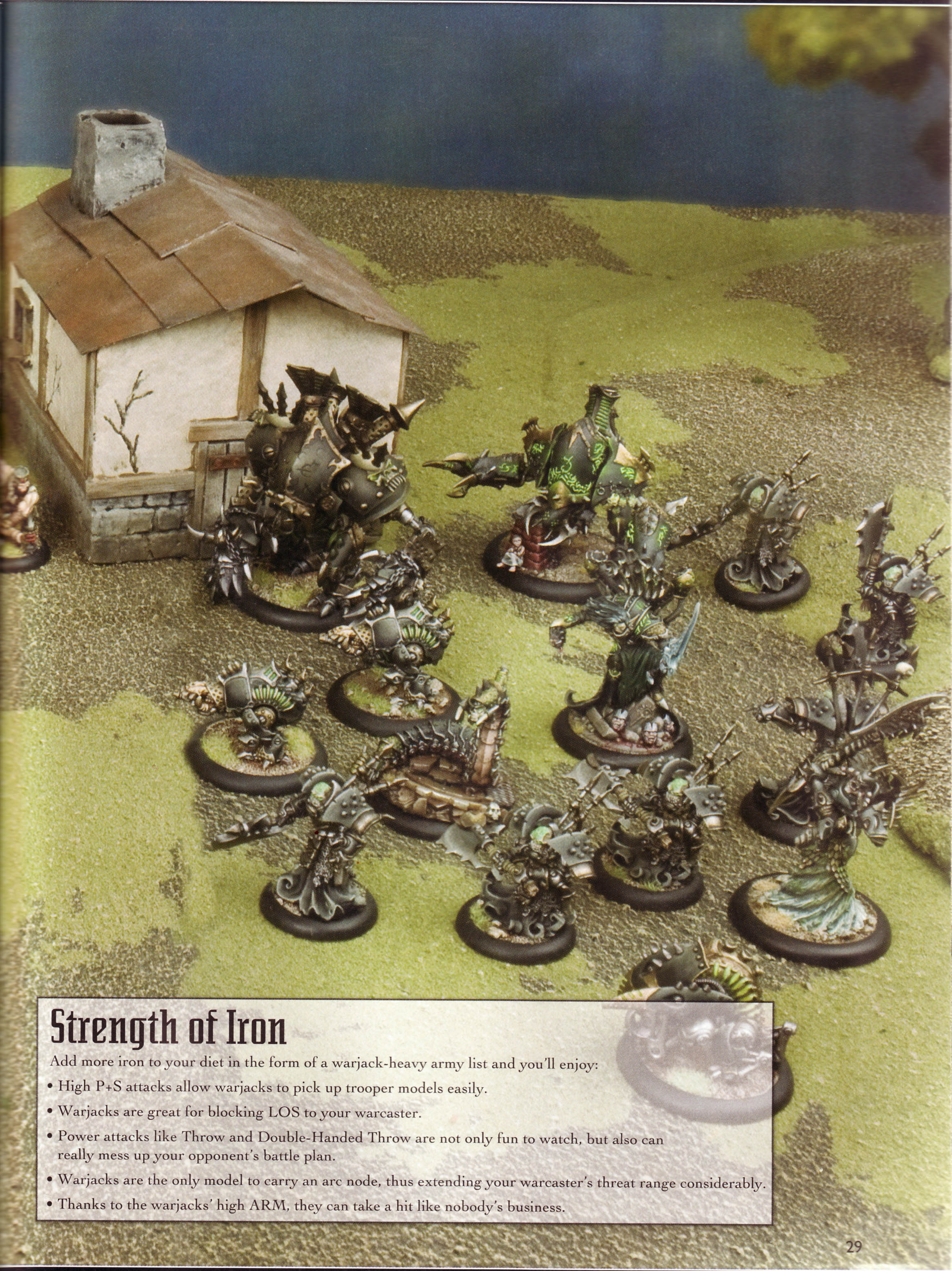
Khador's forces were positioned to pounce next round, so I had to choose: make my play now or retreat and hope for a better line next round. I decided to pull the trigger. I knew those Iron Fangs would be in Shield Wall when I finally faced them; I just didn't know it would be so soon. The Deathjack rushed in and blasted the flesh off half his pikemen with Necrovent; the Nightmare worked cleanup.

On my left, those Man-o-War got to taste acid from my Defilers, but Dave laughed when they ended up being particularly useless. He wasn't laughing so hard, though, when the Helldiver showed up next to his Man-o-War leader and gave his squad a gastronomical anatomy lesson with the Kapitan's help. I have to admit that killing the Kapitan has little effect against an army led by Irusk, but it sure felt good. It ties up that unit a bit and might buy me some more time on that flank. I then ran Goreshade to the barrier on the left to boost that Psychic Vampire area effect. If Dave was going to use his Greylords he was going to pay for it in blood. The next round would be gruesome, but if I were lucky I would have something left with which to punish Irusk.

Strength of Blood

Playing an army that focuses more on troopers, solos, and other non-warjacks has its advantages, including:

- The ability to cover a wider area of the map, making it easier to claim objectives.
- Higher DEF usually makes you harder to hit.
- The ability to combine melee attacks and/or ranged attacks, granting ways of dealing with high armor.
- Abilities like Tough that allow a trooper to keep fighting.
- Weapon Master. 'Nuff said.



Strength of Iron

Add more iron to your diet in the form of a warjack-heavy army list and you'll enjoy:

- High P+S attacks allow warjacks to pick up trooper models easily.
- Warjacks are great for blocking LOS to your warcaster.
- Power attacks like Throw and Double-Handed Throw are not only fun to watch, but also can really mess up your opponent's battle plan.
- Warjacks are the only model to carry an arc node, thus extending your warcaster's threat range considerably.
- Thanks to the warjacks' high ARM, they can take a hit like nobody's business.

KHADOR

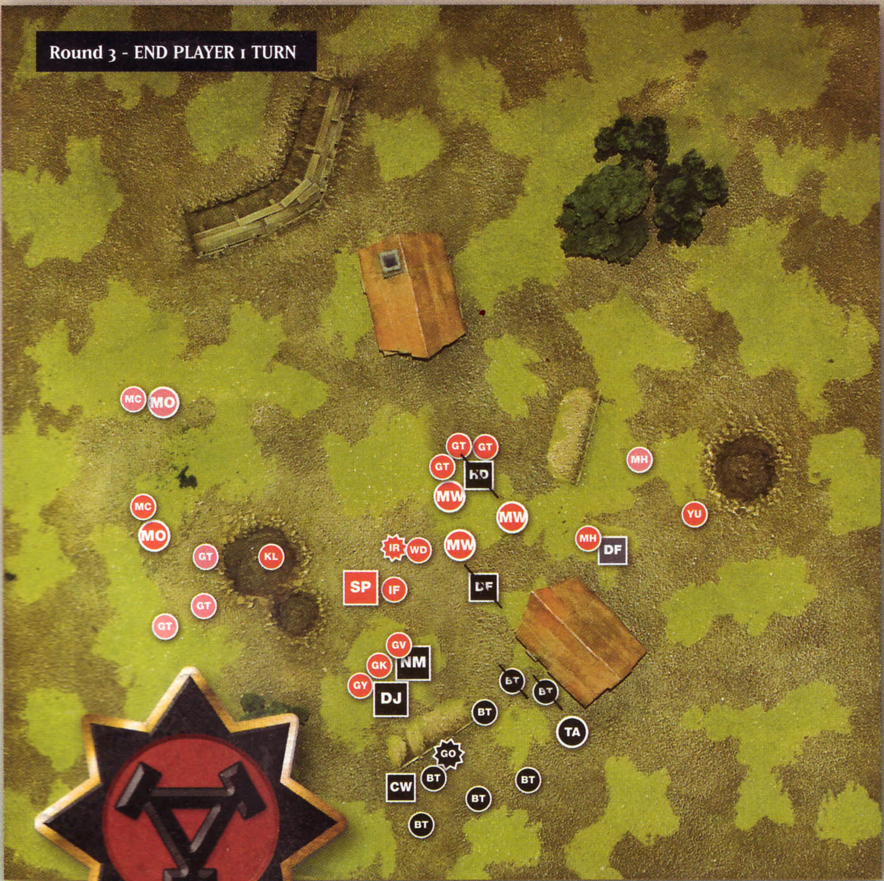
Dave

ROUND 3 • TURN 1

Well, that was unfortunate, to say the least. So much for making Tough rolls! The only models to pass their Tough checks were picked off my melee attacks in short order. On the bright side, I still had one more Iron Fang left, which meant Brent needed to kill him before picking a new Prey target. My Man-o-War had made contact with the enemy at the expense of the good Kapitan, but now the beatings could start. These are acceptable losses in the end, for the Supreme Kommandant has a plan.

I upkept Fire for Effect and loaded my Spriggan with three Focus. Irusk then took center stage and decided to show those undead curs the meaning of strategy with Desperate Ground. I used my feat to negate any chance Brent had of charging and to limit how far he could advance into combat. Irusk then cast Battle Lust on the Great Bears. At the same time, he gave charge orders to the Demo Corps and the lone Iron Fang; Gurvaldt is just that cool. The War Dog became a little overzealous and decided it would be a good idea to charge Nightmare, but he apparently thought better of it and returned to his master's side. It's going to be okay, pooch.

Heeding the Supreme Kommandant's order, the remaining Iron Fang charged into Nightmare, hoping to knock him down while disengaging Deathjack. Sadly, The Iron Fang missed, but his bravery is most noted. The Demo Corps likewise charged around that silly Helldiver and into the Defiler; they scrapped the Defiler and severely damaged the Helldiver. The Manhunters ran to engage the remaining Defiler. Gotta keep tabs on arc nodes!



Round 3 - END PLAYER 1 TURN

Employing my Greylords would be extremely tricky against that Psychic Vampire ability. Only the Koldun Lord could activate and not worry about, well, dying. One Ternion shimmied back to tag the Deathjack with some Ice Cages, hopefully far enough not to die instantly from the Psychic Vampire effect. Lo and behold, two Greylords were safe and only one managed to hit. Every little bit helps.

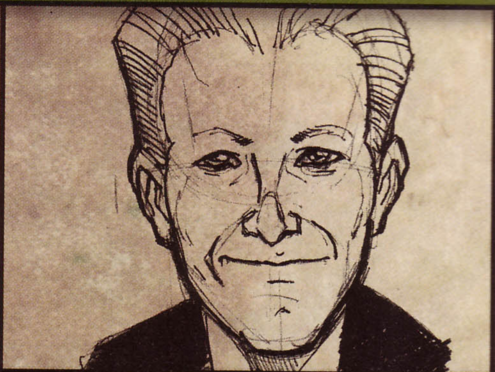
Another volley of mortar shells arced through the air, and I got another perfect drift onto Tartarus and two Thralls. (Note: I only had to call the direction and distance, and the dice seemed to listen!)

Volkov, Kolsk, and Yarovich (the Great Bears for those not keeping up) hefted their axes and charged headfirst into the Deathjack and Nightmare. They laughed at the paltry 1 damage Necrovent caused. Time for some real damage, with five dice! Of course, I roll snake eyes for the first attack roll—not a good sign. Thankfully, after the smoke cleared the Deathjack was no more and Nightmare was less an arm.

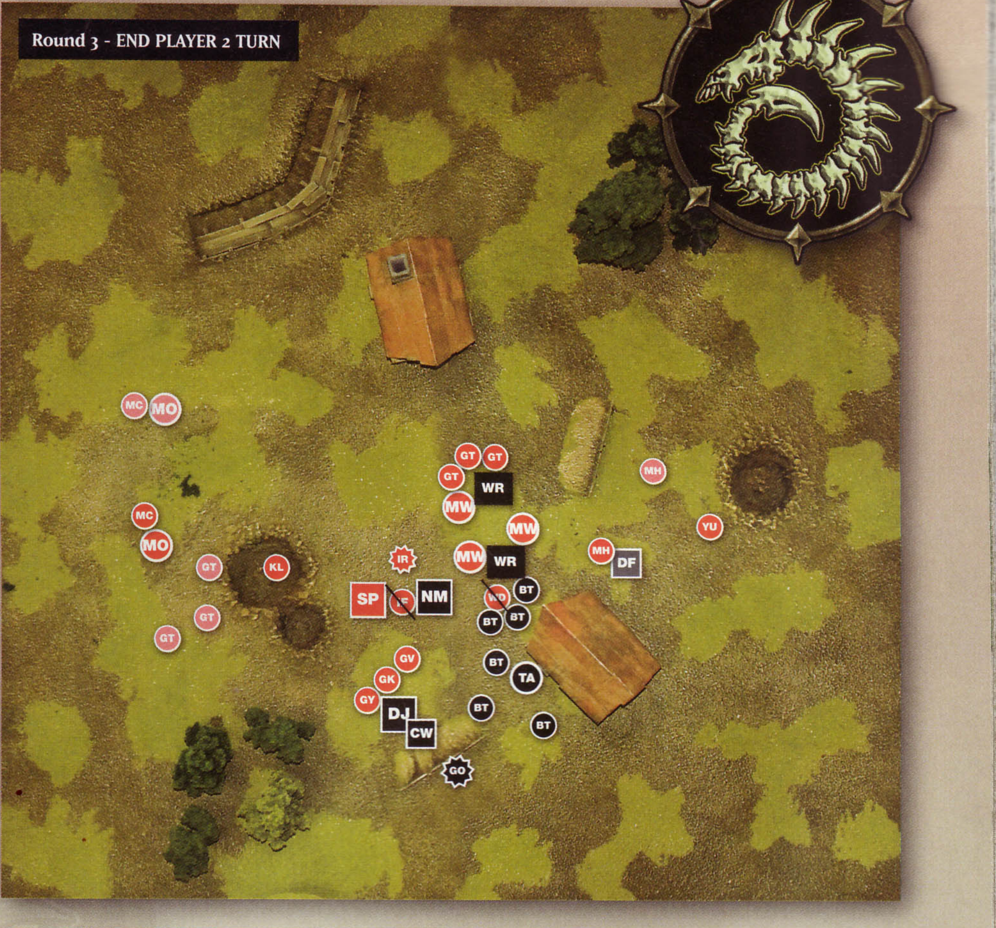
All loaded up on Focus, the Spriggan tried to be as cool as the Great Bears—but like Yarovich he failed his boosted charge roll! What's going on here?! That done, I was feeling mighty smug about the way the game was going. Soon the end draws near.

Cryx

Brent



ROUND 3 • TURN 2



Dave came at me pretty hard last round—but not quite hard enough. Even though Irusk hit my whole army with his feat, I saw a chance for a kill and knew that if I didn't take it, I wouldn't be around to take it later.

Goreshade gave the Nightmare a full charge of Focus and threw an Abyssal Gate at Irusk's pet doggy. On a successful hit that War Dog found himself a full 3" away from his master.

At that point I had Tartarus move forward and Curse the dog, and then I teleported my remaining Bane Thralls around the doomed pet. In the movie I imagined in my head, the dog exploded in a pile of meat and swinging axes while Irusk looked on, helpless to stop the slaughter.

The Nightmare took the taste of dog in the air (Special note: Dog tastes great!) as permission to send Irusk after his pet. Using his Imprint: Ghostly, the Nightmare escaped the wrath of the Great Bears' free strikes and positioned himself to slaughter Irusk. But first a quick Tusk attack on the last remaining Iron Fang seemed in order. His final prey destroyed, the Nightmare cued up Irusk as the next item on the menu with Death Tracker. Irusk would have to face my Nightmare in hand -to-hand combat. I could taste the victory (and the dog), it was so close.

Unfortunately, this is where the story goes horribly wrong.

After two claw attacks, Irusk remained standing with 1 health. Historically speaking, I have not fared well against warcasters or warlocks who have 1 health left. With no other avenues of attack left open I had to end my turn, and in the movie in my head Irusk looked pretty pissed about his dog. Things looked grim.

KHADOR

Dave

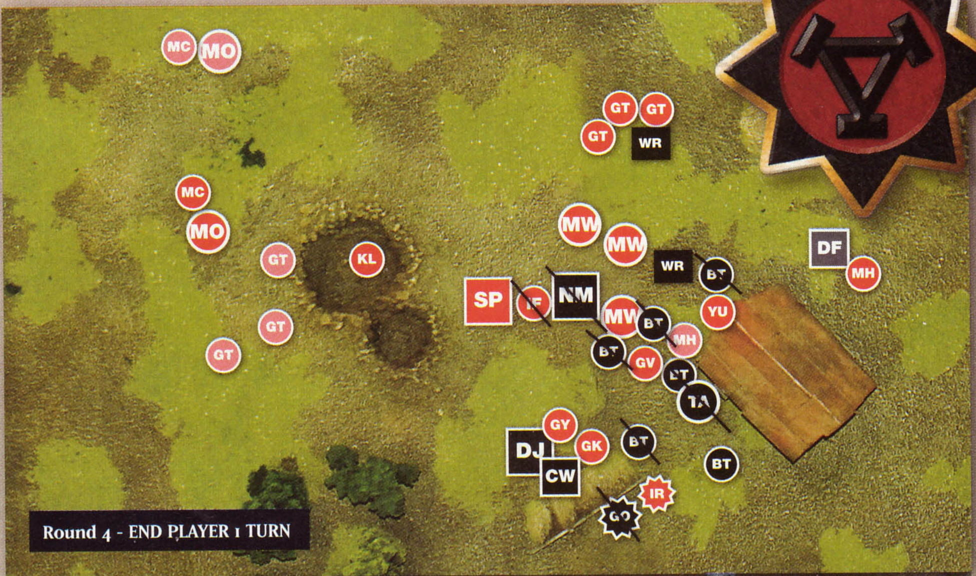
ROUND 4 • TURN 1

That was a little too close! Returning to the table after changing my pants, I decided I'd had enough of this. Reducing Irusk to 1 health was bad enough, but turning my War Dog into a Bane Thrall? That was unforgivable, not to mention a little weird. I upkept nothing, because Irusk would need all his arcane might for the next gamble. But first I had to get rid of the pesky Helljack in my face.

The Demo Corps were close enough to take care of that! A few Ice Mauls to the back of the head turned Nightmare to nothing more than a bad dream—and wreckage. The Manhunters and Yuri then dove into the mass of Bane Thralls and took out as many as possible. I even managed to kill my now-undead War Dog. Talk about a difficult mental picture.

The road had been paved; it was time for Irusk to finish things. With Psychic Vampire still up I healed for 1 and cast an Artifice of Deviation atop the rubble of Nightmare. The warjack no longer blocked my path, so the Supreme Kommandant charged straight into Goreshade. (Note: When I touched the Irusk model to move him, his banner fell clean off him. Brent and I agreed this was quite ominous, one way or another.)

This was not the time for fickle dice rolls, so I boosted not only to make sure I hit but also to increase my chances for a Decapitation. Lo and behold, a critical hit! Dealing 22 damage took the Eldritch's head clean off with one stroke! Endgame, indeed.



Round 4 - END PLAYER 1 TURN

KHADOR

Dave

Conclusion

Whew! For a second there it looked like I would have to rely on the same Tough rolls that saw my Iron Fangs die. In the end the "Empire's perfect officer" pulled a victory from the jaws of defeat. Losing all my Iron Fangs so suddenly was definitely unexpected, but they gave their lives with honor as they drew out my two biggest threats. Thankfully the Cankerworm didn't get close enough to threaten me, but that could have changed easily.

My luck seemed to wax and wane the entire game. I would land perfect deviations with my Winterguard Mortar Crew under Fire for Effect, yet I couldn't make a Tough roll to save me. Then I whiffed on the charge roll with Yarovich, only to earn Critical Decapitation with Irusk on the charge against Goreshade. Granted, I would take this any day, but with no troops who could really take a hit short of the Spriggan and Man-o-War, any wrong move could have sent the game on a completely different path.

Fighting against Cryx, I always fear those arc nodes. If my opponent could have drawn a bead with even one, Irusk would have had his back to the Cryx army while his troops asked him, "Ummm, what are you doing?" Brent definitely had some tricks up his sleeve, and in the future I will surely be more cautious against Goreshade the Cursed.

I usually prefer armies with combined arms, similar to this list. Usually this creates a solid core to advance toward the enemy, strong flanking forces able to counter enemy movements, and strong ranged attacks to open holes in the enemy lines. This personifies the Khadoran style of war, and it definitely helps that our troops hit like a freight train.

Glory to the Motherland! Glory to Empress Vanar!

Cryx

Brent

Conclusion

Yup. Irusk was pissed. As a huge fan of Rhyas, I know the pleasure of a particularly good Critical: Decapitation.

I'll be honest with you here: this is the first time I have played with a Cryx army. I'm sure it's possible to create and play with a thousand different and more efficient lists. I took this challenge because of its premise and because of the reaction it got from the staff here.

Many people here at Privateer heard about this matchup and questioned my sanity. Most probably thought this was going to be a cakewalk for Dave with the supposed advantages of fielding an all-infantry army.

Far too often, though, people forget that WARMACHINE and HORDES aren't just about my POW vs. your ARM or my RAT vs. your DEF. They aren't just about math equations or building the perfect force. Our games—your games—are deeper than that. Strategies exist that aren't going to be found in the stats of a 'jack or the abilities of a unit. There is a reason there are dice in this game: chance plays a major role on the WARMACHINE and HORDES battlefield. Understanding and managing your risks may keep you in the game longer, but taking some of those risks can win you the day. I think Dave would agree he nearly lost a game because I was willing to step into a trap, accepting the risk despite the odds, for a chance at victory. My hope is that when people read this battle report they will realize that despite the loss, sometimes you just have to put the calculator down, punch probability in the face, and play like you've got a pair.

That off my chest, I agree with Dave that I would much rather play with a combined force. 'Jacks and infantry bring different tools to the table, and leaning too heavily one way or the other will always lead to a weaker army.

You win for now, Dave, and Khador gets to bask in the glow of success for a time . . . but rest assured the war is just getting started, and Lady Victory is a fickle goddess.

KHADOR IS VICTORIOUS!

STEAM, STEEL, & SWEAT

Warjack Factories in the Iron Kingdoms

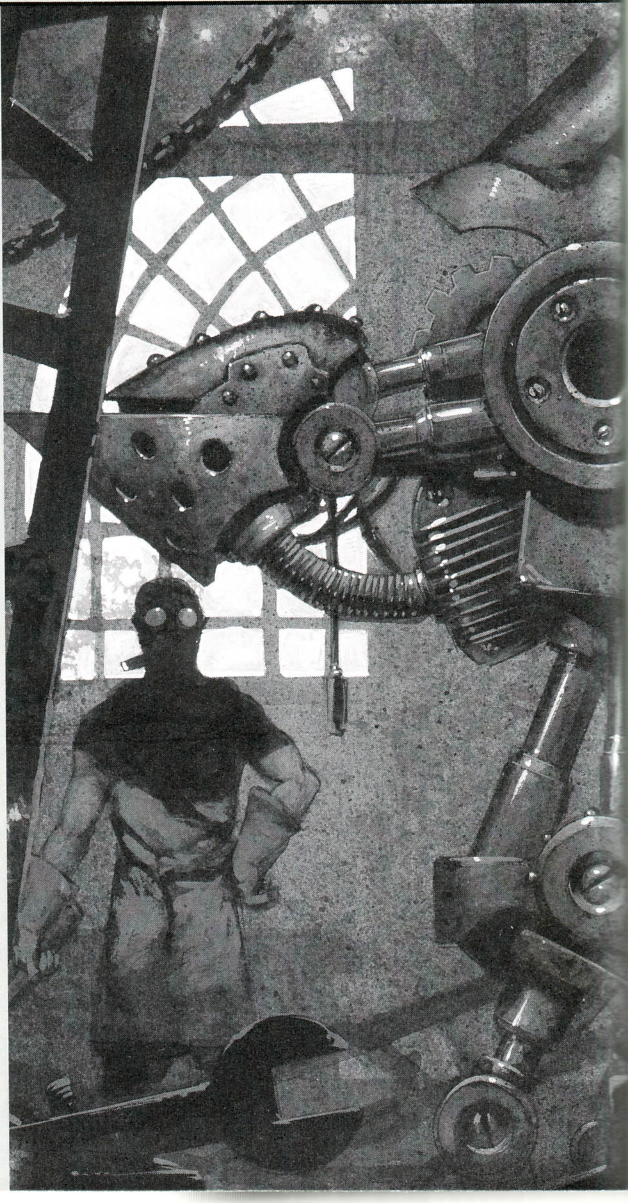
by **Simon Berman** · Art by **Chippy, Marek Okon,** and **Brian Snoddy**

This article examines the steel heart of the war efforts of the Iron Kingdoms: 'jack factories! To illustrate standard examples of 'jack production, we will first visit the factories of Cygnar and Khador and then examine the differences in Cryx, the Protectorate of Menoth, and beyond.

Steamjacks are ubiquitous in western Immoren. Many of the 'jacks seen every day are used for heavy labor and are built either as general purpose drudges or customized for more specialized tasks like mining or nautical work. While these labor 'jacks can be produced by small teams of mechaniks to fill special requests the production and assembly of warjacks represents a significant undertaking for any nation. Small production facilities have the luxury to experiment with designs and materials but are woefully inadequate for the military needs of any of the nations of western Immoren.

There is no industry more important to the war efforts of the Iron Kingdoms than warjack production. Each of western Immoren's nations centers its military on these engines of destruction and the facilities where they are assembled. While handfuls of tinkerers and mechanics run smaller 'jack shops, warjack factories employ dozens—sometimes hundreds—of skilled laborers. These workers operate under the supervision of experienced arcane mechaniks to produce numerous standardized warjacks simultaneously. Production lines assemble prefabricated components into finished 'jacks, a process refined over centuries from techniques and methods created during the production of the first Colossals.

Massive 'jack factories like Caspia's Cygnaran Armory and the Rigevnya Complex in Korsk are the results of intensive long-term research and development programs. Although the industries of Cryx and the Protectorate of Menoth diverge wildly in their warjack production, both kingdoms have profited by the methodologies developed in Cygnar and Khador.



A HISTORY OF THE INDUSTRY

The invention and development of the Colossals was crucial in western Immoren's victory against the Orgoth. The solutions early mechanikal pioneers found to their manufacturing challenges on these creations made lasting impacts on 'jack production techniques that survive to this day. The Iron Alliance not only needed to keep construction of the Colossals a secret from the Orgoth but also wished to minimize the damage discovery by the enemy would cause to the project. Decentralizing production met both these needs admirably. They assembled components of the giant machines across a wide geographic area and shipped them to a facility for assembly into a Colossal only when sufficient component parts were ready. Dispersing the wizards, alchemists, and skilled laborers at work on the Colossals ensured that a single Orgoth raid could not critically compromise the operations. These tactics proved prudent when the Orgoth discovered and annihilated the Khardic Colossal facilities. Although they brutally interrogated, tortured, and killed the men and women at that facility, the Orgoth still failed to halt the production of Colossals.

Western Immoren continued to operate Colossal factories after the defeat of the Orgoth. Many became hubs of applied research and design in the steam and mechanikal industries, and the Colossals themselves were used in sporadic battles and wars between Khador and Cygnar until Khador's iron giants were destroyed or dismantled at the conclusion of the 257 AR Colossal War. Cygnar continued to use its own Colossals for another decade. With the advent of guerilla attacks by trollkin, Cygnar's Colossals proved to be of limited tactical use, particularly in the heavy forest.

By this time smaller steamjacks had come into common industrial and agricultural use, and it did not take long for Cygnaran military researchers to experiment with equipping similarly sized machines for warfare. King Woldred the Diligent of Cygnar commissioned the first dedicated warjacks in 269 AR. Early warjacks were built on existing labor 'jack chassis, but the facility where they were assembled in Caspia represented the Iron Kingdom's first true warjack factory. Khador and Ord noted the success of these warjacks and quickly began converting their own facilities. King Woldred ordered the decommissioning of Cygnar's Colossals in 286 AR. From that point on, all facilities that had manufactured Colossals in the Iron Kingdoms became dedicated to producing warjacks.

ROLE OF STANDARDIZATION

The dispersed assembly process developed during the Orgoth invasion continues today, bringing with it a number of advantages. Although there is no longer a need to hide the factories from an occupying army, invasion by a neighboring state is a very real possibility. Multiple factories for the fabrication of 'jack parts helps prevent a nation from being crippled with the loss of any single city.

Such work also spurs local economies. For example, far from Caspia on the western coast of Cygnar, a local industry has sprung up in New Larkholm to take advantage of the region's large silica deposits. Several local businesses have formed the small Western Reach Optics consortium and now contract with the Cygnaran Armory to produce the delicate optics systems used in warjack heads. A number of other smaller 'jack components are manufactured by similar niche industries that have grown up around appropriate resources. These components are sometimes transported long distances before reaching the 'jack factories where they are integrated into a warjack chassis.

Virtually all major warjack factories center their production on a handful of chassis. When the Colossals were decommissioned, the nations retained an infrastructure for the assembly of specific components. Building 'jack chassis that could later be equipped with a choice of weaponry made an efficient reuse of these materials. The initial chassis designs can still be seen in current warjacks and development philosophies; indeed, the Berserker still in use today was one of the earliest projects of the Khadoran Mechaniks Assembly. The early models may be outclassed by modern Khadoran warjacks, but their heavy armor, powerful engines, and tremendous capacity for destruction inform virtually all of Khador's contemporary warjack designs.

Unlike Cygnar, the Khadoran High Kommand does not see the need to decommission warjacks and would never consider selling even old parts to mercenary forces or private companies. This is one reason the Berserker continues to see battlefield use despite its age. Although Berserkers have not been produced in decades, this warjack will likely be active until the last one is destroyed in battle. The same will likely be true for Khador's Juggernauts and Destroyers.

The Cygnaran Armory, with its greater access to resources and the more commercial mindset of its nobles, periodically decommissions 'jacks it deems obsolete. The design of its old Nomad chassis still echoes in Cygnar's modern 'jacks, however. The Ironclad and the 'jacks based on its design are the most obvious descendants of the Nomad, but even the Centurion shares some elements. Only in recent years has Cygnar experimented with redundant weaponry on a mass-produced warjack, and the Hammersmith represents a significant divergence from their typical designs. The Talon is a similar antecedent for Cygnar's light 'jacks, as reflected in the Charger, Sentinel, and Lancer. The Lancer represents an interesting synthesis of chassis designs. Its hull is similar in basic form to the Talon's, but the Lancer is equipped with a powerful arc node to devastate enemy 'jack cortexes—its primary battlefield function—while simultaneously using standard weaponry to keep opponents at bay.

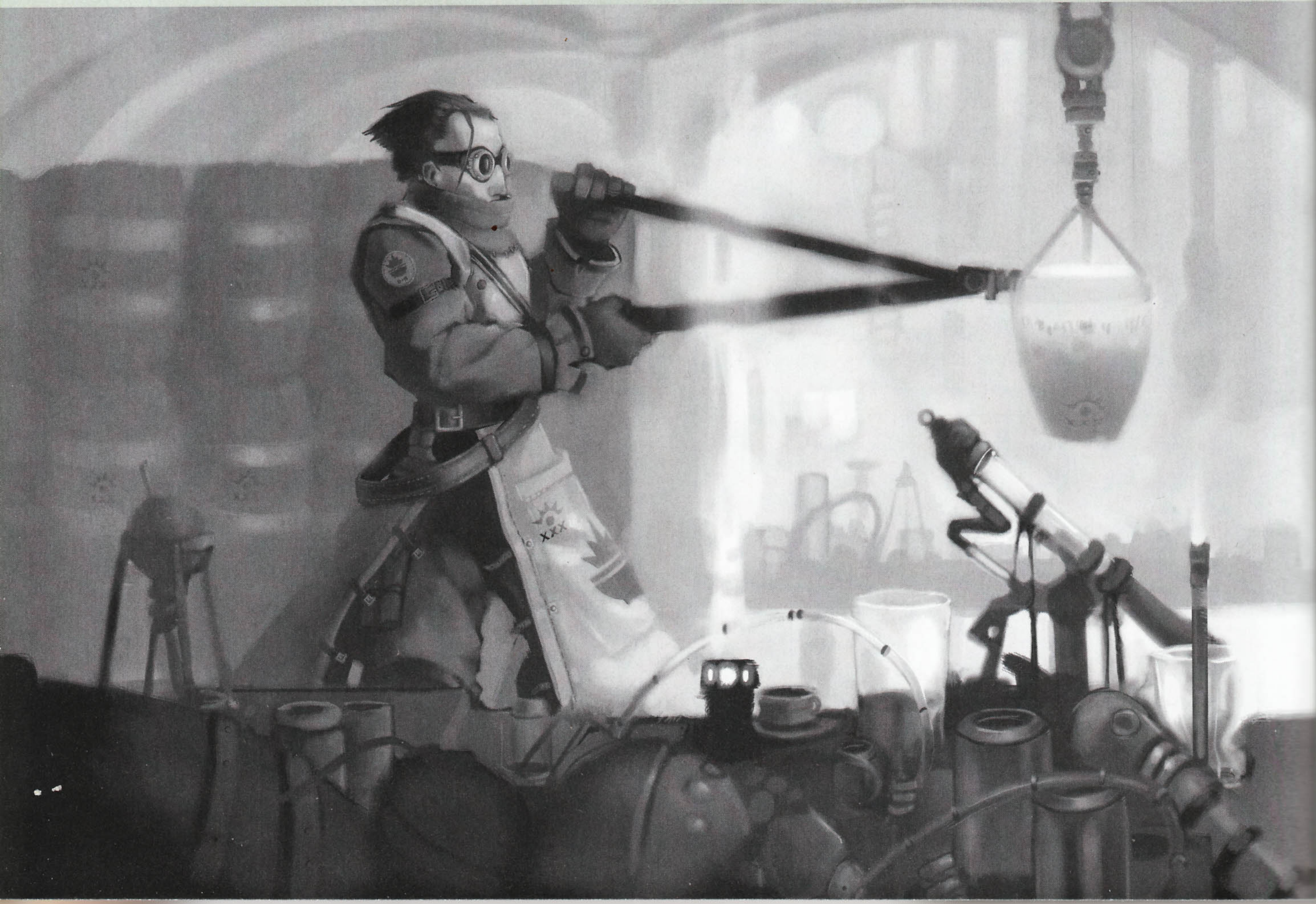
Manufacturing concerns continue to limit the approval of new chassis types. Each chassis requires its own production and assembly areas. When possible, multiple 'jack chassis are assembled in a single factory, but different teams of workers must be assigned to each chassis due to differences in assembly requirements. Space constraints often create a necessity for separate facilities. It is much less expensive to rearm a preexisting chassis with new weapons systems than it is to design a chassis and its associated steam engine from scratch. Only when new battlefield roles or challenges arise for which older chassis are insufficient will a nation's ranking generals commission new designs.

The creation of a new chassis is a significant undertaking that represents an enormous investment. That cost is expected to carry forward through decades of production. Its creators view each chassis as a complete weapon system unto itself, and multiple variants and weapons configurations are considered during the design and approval process. The new boiler and engine system is one of the most critical parts of a new chassis' design, and these items must be able to bear out their high cost. Typically, one configuration fills a default role and is produced in the highest numbers, while teams fabricate smaller numbers of parts for the variants filling supporting roles. For instance, Cygnar commissioned the Hunter chassis to serve as an advance scout and armor buster, but secondary variants like the Grenadier were part of the original design mandate.

LARGE COMPONENT FABRICATION

Some components such as large armor plates or specialized optical gear can be built away from the factories, but most components are cheaper to fabricate on site. Before these parts can be made, the raw materials must be gathered and refined. In Cygnar the vast majority of iron is mined in the Wyrmwall Mountains. The largest mining operations are Ironhull Station and Orven, but there are dozens of smaller mining operations throughout the Wyrmwall. Competition for lucrative Cygnaran Armory contracts can be intense, and some less scrupulous companies are not above hiring muscle to intimidate and harass their competitors. In addition to iron, precious metals or difficult-to-refine trace minerals also exist in relative abundance and are in high demand for use in alloys and warjack parts. The neighboring Rhulic community has become expert in excavating and refining these rarer ores. Although the dwarves of this region are isolated from their brethren in Rhul, they remain technologically innovative. The huge profits to be made from Cygnar's contracts have spurred the Wyrmwall dwarves to develop unique variants on the classic Ghordson Driller and Grundback Runner mining 'jack chassis to better mine for these resources.

Khador's mineral resources are less conveniently located. Although the country has rich ore deposits, many of them are located high in the northern mountain regions. Prison laborers under military guard—or the eye of police forces hired by the kayazy—increasingly work these inhospitable mining camps, a process also employed in the mines of Khardov. Khador supplements its own mining operations by trading for raw materials with Rhul. Although the invasion of Llael has made trade with Rhul difficult, it has had the unexpected consequence of spurring local growth of smaller Cygnaran mining and refining operations to make up for the shortfall. This has made things more costly for the Cygnaran Army in general, but it has proved profitable for many Cygnaran businesses that are eager to fill these niches.



War Profiteering

By late 607 AR, not every Cygnaran is pleased with profits being reaped by small assortment of businesses associated with war industry. An increasing number of complaints have been raised in the Cygnaran Royal Assembly regarding both specific companies and entire communities such as Orven and Ironhead Station who have been raking in the gold crowns while Cygnaran soldiers bleed on the war front. No concrete measures have been implemented to deal with these so-called war profiteers as yet, but a number of laws have been proposed that would allow the Cygnaran crown to lawfully demand some materials or goods at lower rates. King Leto has urged against this heavy-handed tactic but is increasingly in the minority. Some have argued that the nobles feel threatened only so long as they are not themselves profiting from such industry and that they resent the rise to power of peers who do not have claims to the proper bloodlines.

Similar complaints and disputes have occasionally arisen in the Khadoran capital on the same topic, often the High Kommand and the Great Princes contesting with the most influential of the nation's kayazy. Khador's laws however, have already gone a long way toward giving the military some authority to control costs in critical manufacturing processes by fiat.

Although any major mining center has some ability to refine ore, the high-grade steels and alloys required to build warjacks require specialized facilities. Cygnar sends most of its ore to refineries located in Caspia, Orven, and Steelwater Flats. In fact, Steelwater Flats is swiftly becoming one of the most important parts of Cygnar's warjack production. The recent Menite invasion of Caspia has given the Cygnaran Armory pause, and the Armory desires a second major base of warjack production. Steelwater Flats is ideal, located as it is at the juncture of Cygnar's North-South/East-West rail lines and already possessing major industrial capabilities. Warjacks manufactured there can quickly be distributed to any front. Iron and other metals mined in the Wyrmwalls are already processed in Steelwater, meaning that once fully operational warjack factories are present there, Cygnar will be able to manufacture its 'jack chassis at a much greater pace.

In this regard the Khadoran Mechaniks Assembly in Khardov is already well ahead of Cygnar. A moderate amount of iron is actually mined in Khardov, eliminating the need to transport it to refineries. Because it sits at the convergence of the Lothpool River, a major rail line, and the Vroggen Tradeway, Khardov is perfectly situated to receive raw materials from elsewhere. The kayazy-owned refineries and factories have received ever-increasing contracts since the escalation of the war. Khardov has always been polluted, but now thick choking smog is always present, and citizens risk death every time they leave their homes. A severe environmental disaster is only a matter of time.

Once raw materials have been processed, they are transported to the warjack factory. The huge loads of metal are typically moved by rail in the modern era, but significant portions are still hauled on roads by horse and ox carts. The caravans are heavily guarded; although the processed metals would be extremely difficult to steal, simply delaying the shipments can cause tremendous damage to any nation's armed forces. With almost every nation's military forces already stretched thin, mercenaries and adventurers with good reputations can make a respectable living by escorting these caravans.

Most warjack factories fabricate the larger components of their chassis either in the factories themselves or in adjacent facilities. The steel reaches the factories in the form of massive ingots, requiring secondary forges and smelting capabilities. Once the raw steel is on site, it is once more rendered into liquid; often a final refining process to improve the grade of the steel is also applied. The steel is then poured into molds to form it into the final components. The largest 'jack parts are created at this stage, including each chassis' signature hull and frame as well as the largest gears, pistons, and armor plating.

In Cygnar the Steam and Iron Workers Union provides the bulk of the manpower in the warjack factories. Engineers representing the Cygnaran Armory supervise teams of contracted union workers. At least a handful of these engineers remain on site at any facility manufacturing steel parts. Although the Steam and Iron Workers Union has an excellent reputation for quality and diligence, the crown requires the assurance of its military engineers. The Khadoran Mechaniks Assembly fills a similar role for that nation's factories. In smaller 'jack factories, however, the KMA may have only one or two representatives and rely on a support staff hired by the local kayazy.

At any factory, the sight of liquid steel pouring into the huge molds is a spectacle not soon forgotten. The factories are often dark, lit primarily by the smoldering glow of the foundries. Dozens of workers labor at the giant crucibles, and the noise is deafening. The enormous temperatures necessary to melt steel require staggering amounts of coal, and even the best-ventilated factory floors are thick with coal smoke. Chain-and-pulley systems maneuver the warjack parts from their molds onto the production floor. Labor 'jacks typically hold heavy components in place while mechaniks engage in the delicate connecting work. Because this procedure requires little manpower, Cygnaran factories often employ gobbers to operate the pulleys and provide spot inspections of the components before they are integrated into a finished warjack. At this stage, all the largest components are moved into a staging area for final assembly.

MECHANIKA AND SMALL COMPONENT FABRICATION

Most large factories have a cluster of smaller shops, peripheral to the main factory floor, dedicated to the assembly and inspection of smaller 'jack components. Non-mechanikal parts include everything from precision-fit clockwork gears to the hundreds of parts that make up the steam engines powering warjacks. Independent craftsmen construct many of these components, but all major factories have facilities to produce small quantities of any part at need. Scores of laborers work at benches and tables, hand-tooling the thousands of tiny gears found in any 'jack. Many apprentice steam workers and mechaniks begin learning their craft on this stage of production.

Large quantities of surplus parts result from component fabrication. Some of those pieces are kept at the factory, but the majority of it is sent to supply depots and combat mechaniks on the front to be used as spare parts. The remainder is usually sold to labor 'jack manufacturers or other steam workers.

Gear Smuggling

Most large 'jack factories must deal with an unavoidable amount of internal graft and corruption. Although not nearly as provocative, profitable, or dangerous as cortex smuggling, this includes a regular supply of excess gears and other mass-produced parts sold under the table by employees. Civilian mechaniks and independent workshops are willing to pay a premium for top-grade parts; fine gears manufactured to extremely precise measurements are not easily replicated without expensive equipment. Getting caught smuggling warjack parts out of a factory can result in severe punishments. Even the smallest infraction will result in the loss of employment, but punishment often also includes fines or jail time. Those suspected of a wider conspiracy to steal military hardware might even face charges of treason.

More delicate components are crafted under the watchful eyes of arcane mechaniks. Optics systems in particular require a delicate touch and constant inspection. A warjack's optics consist of a series of glass lenses and mirrors, some fresh from immersion in alchemical baths. Expert craftsmen attend to the grinding of lenses to meet the factory's specifications. Alchemists then apply special treatments to make the lenses resilient enough to withstand the massive damage a warjack can expect to suffer. The optics systems directly interface with the mechanikal reflex channels that let a warjack's cortex control its body. This mechanikal relationship is extraordinarily complex, so mechaniks and arcanists work closely together to oversee the final integration of the optics with the 'jack's cortex.

Larger and more sophisticated facilities such as the Cygnaran Armory include both workrooms dedicated to small-parts fabrication and those dedicated to the production of warjack mechanika. These parts may also be produced by smaller specialized shops, including those belonging to arcane guilds such as the Fraternal Order of Wizardry or the Order of the Golden Crucible. Because of the supreme complexity of cortex fabrication and the costly materials used in their manufacture, almost all cortexes are produced at dedicated facilities under heavy guard.

Cortex production is undoubtedly the single greatest limiting factor in the production of warjacks. The Fraternal Order of Wizardry produces most of the cortices used by the Cygnaran military, usually made in either Ceryl or Caspia. Shipping cortexes by sea from Ceryl is generally considered too great a risk due to the proximity of Garlghast and the Scharde Islands pirates, but in emergency situations the Cygnaran Royal Navy will assign large task forces to guard these shipments. The long journey from Ceryl to Caspia and the Eastern fronts has spurred other centers of cortex manufacturing overseen by the Fraternal Order. Mercir, on the southern cape of Cygnar, has a smaller cortex manufacturing capability but occasionally fills large consignments due to the safe naval shipping routes to Caspia. Arcanists in Corvis also produce some of Cygnar's military-grade cortexes.

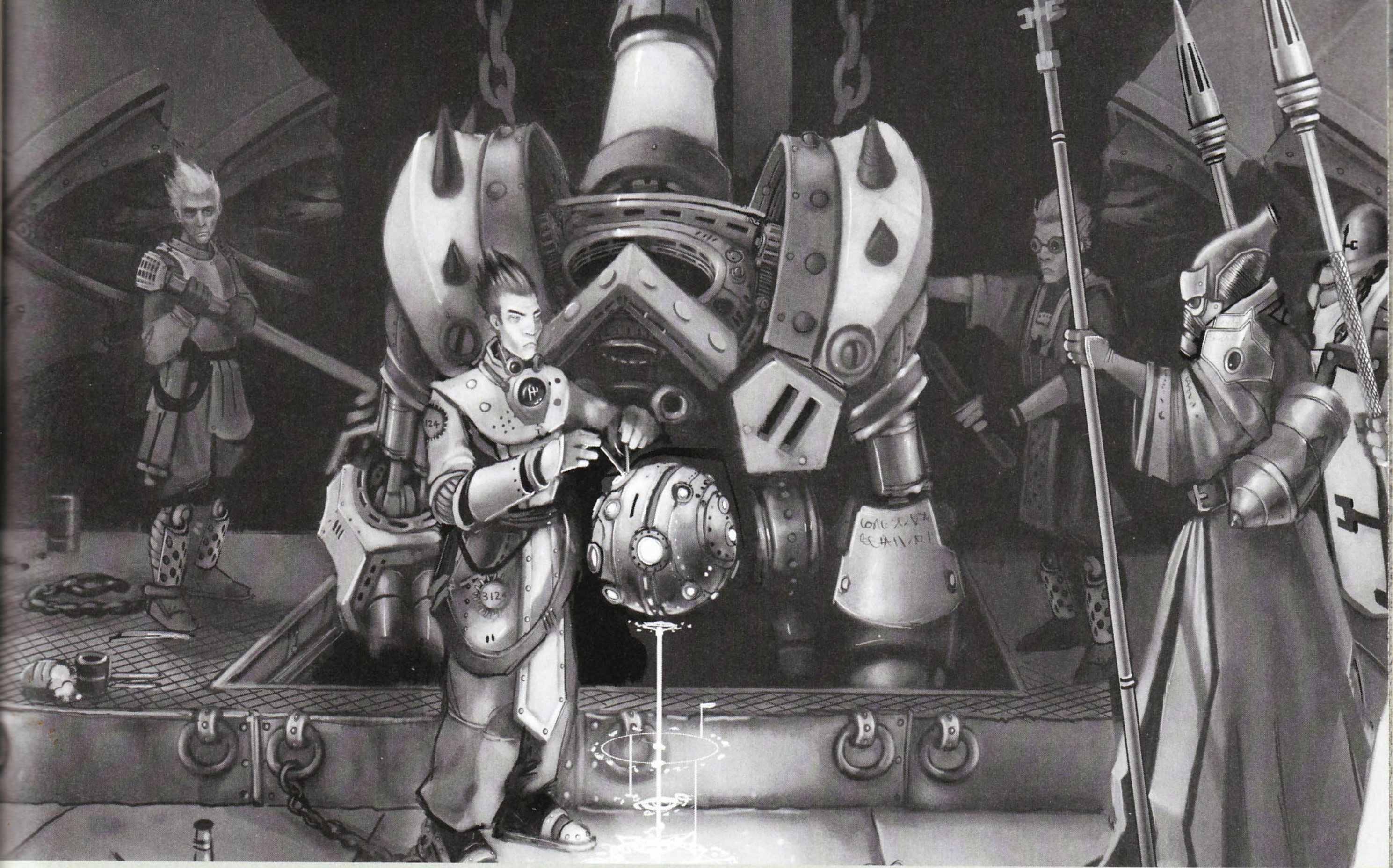
Khador has a much smaller capability to produce cortices, but the occupation of Llael dramatically altered Khadoran cortex production. The Khadoran High Kommand spared no expense to complete a new rail line running from Korsk to Llaedry by way of the city of Rorschik. This line was built in a record-setting time at a staggering cost in coin and human lives. Now operational, the Rorschik compound is perfectly positioned to manufacture warjacks and get them to the front lines quickly after completion. The Greylords Covenant therefore set up operations to produce cortexes in Rorschik itself. The two major 'jack factories in Rorschik are limited in their production only by the import of raw materials and the speed at which cortexes can be produced. The industrial capacity of Merywyn is also being integrated into Rorschik's manufacturing, but it will be some time before this occupied city plays a significant role in Khador's warjack production.

Despite the developments in Rorschik, the Rigevnya Compound in Korsk remains the primary supplier of warjack cortexes. The site, home to the Khadoran Mechaniks Assembly, produces some warjacks but dedicates much of its warjack facilities to experimental mechanikal design. The recent loss of Thunderhead Fortress to the Protectorate was a blow to Khador's expanded industrial efforts, though the defeat was partially softened by the fact that Khador had already used much of its stockpiled assets.

No mass-produced warjacks currently use cortexes below Aurum Grade, the standard for military 'jacks. Some of the more specialized and complex 'jacks require the expensive Arcanum-Grade cortex, but cortexes of this grade are especially limited in Khador where they are used only in warjacks with highly specialized combat routines, such as the Kodiak or Spriggan. Cygnar enjoys a greater supply of these high-grade cortexes. The Centurion, Defender, Stormclad, and Hammersmith all bear Arcane-Grade cortexes, and it is not uncommon for production lots of Sentinels, Lancers, and Hunters to carry the superior grade as well.

The reflex channels that compose a warjack's "nervous system" are some of the most delicate parts created at a factory. Senior mechaniks oversee and sometimes work directly on the fabrication of the delicate lines, grooves, and channels that a cortex uses to control a chassis. The channels are fabricated from precious metals and exotic alloys. Due to the amount of space required to shape the variety of metals involved in producing reflex channels, rooms dedicated to reflex channel assembly can amount to a miniature factory peripheral to the main facility. Because the reflex channels are so delicate, a very clean working environment must be maintained during their construction. These rooms are therefore often shared with teams dedicated to crafting arc nodes, at least in Cygnar. The arc node is the most complex system next to the cortex, and only the most expert arcane mechaniks are capable of building them.

Mechanikal weapons systems are extremely potent examples of mechanika and bear complex systems. This limits the degree to which they can be mass-produced, but achieving this task has been a priority for both Khador and Cygnar. In Khador, junior members of the Khadoran Mechaniks Assembly are



often apprenticed to Blaustavya Shipping and Rail's senior mechaniks and can expect to spend many months crafting Ice Axe rune plates. No room for experimentation is given to the junior mechaniks, but daily work on these and other weapon systems can give them a fine understanding of applied mechanikal principles.

FINAL ASSEMBLY

Final assembly and integration of warjacks in a factory is a lengthy process. Once the chassis and hulls are completed, teams of workers are continually dedicated to the integration of systems. At any given time, ten to fifteen warjacks are in varying stages of construction. Typically, 'jacks of the same chassis configuration are at the same assembly step as their component systems are completed and readied for integration. Cranes and small steam-powered freight elevators lift the chassis while steam engines and arm systems are attached to the 'jack's main hull. The largest factories may have a number of labor 'jacks to aid assembly of the heaviest pieces as well.

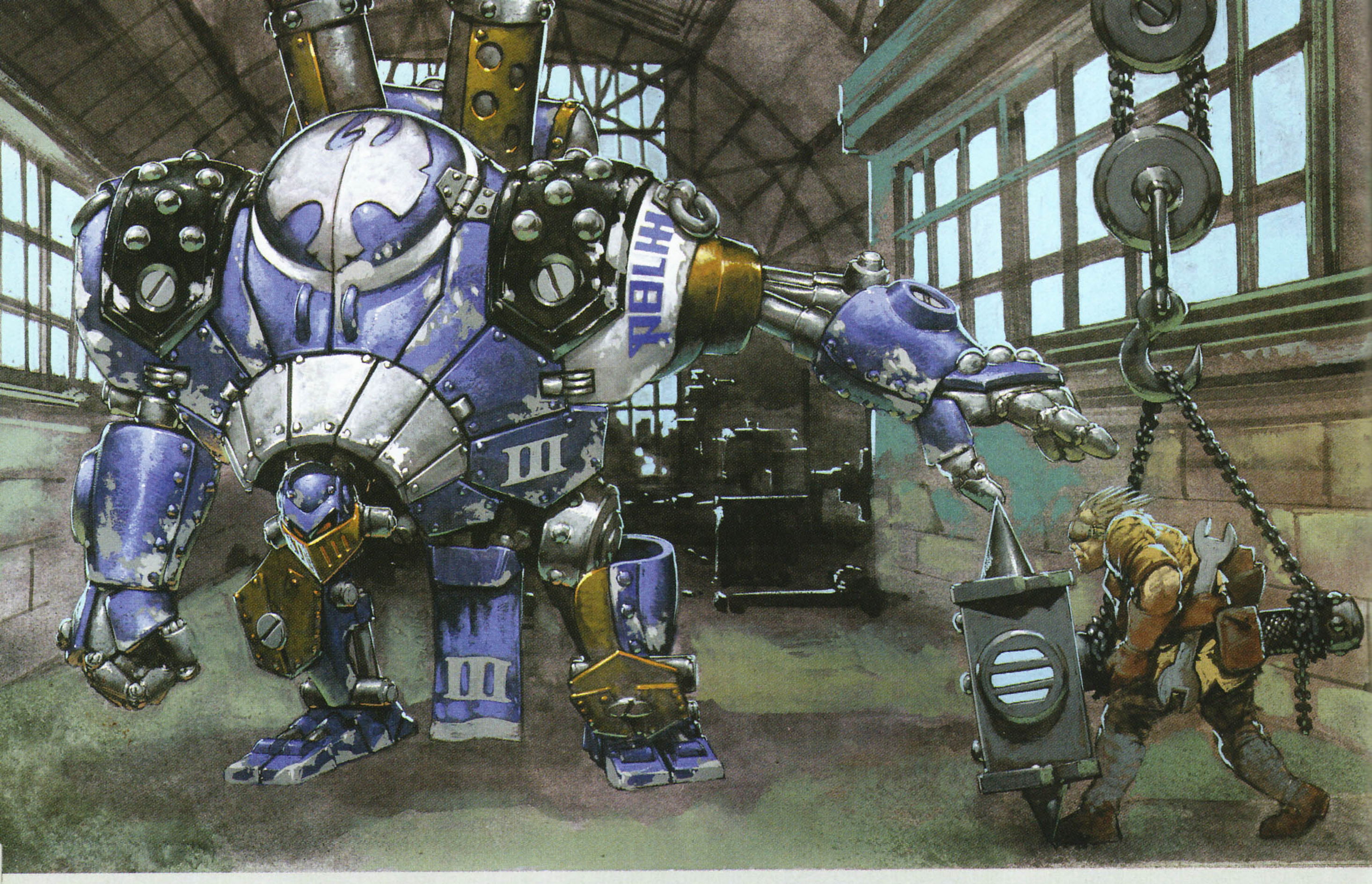
Once the 'jack's overall frame is assembled, the cortex is one of the first constituent parts to be attached to the chassis. Early placement of the cortex allows the arcanists and mechaniks overseeing the final stages of assembly to test the integration of all secondary systems. Reflex channels are laid down from the cortex to each system. In Cygnar, gobbers often perform these tasks: they are able to reach into the tiny spaces and grooves the channels often occupy and are naturally skilled at performing the minute adjustments these delicate systems require. Armor plating and external weapons systems are the last components to be added.

Under normal circumstances a group of five to ten warjacks of a single type is completed almost simultaneously. Senior mechaniks with 'jack-marshalling knowledge run basic systems checks in an adjoining test area, usually a large bare courtyard. Next, junior warcasters are tasked to spot-check individual 'jacks for performance and cortex flaws. Senior warcasters are also known to drop in on factories unannounced and perform their own inspection of finished 'jacks. Only 'jacks that pass this final set of inspections are approved for military use and commissioned for active service.

WARJACK PRODUCTION IN THE PROTECTORATE

Until relatively recently, virtually all warjack production in the Protectorate was covert and relied heavily on 'jack parts smuggled or salvaged from Cygnar and Khador. This has been changing since the establishment of the Factorium first under Hierarch Kilgor Ravonol and more recently under Visgoth Ark Razek. The Menites did their best to keep Cygnaran authorities away from the warjack assembly site, and when they could not dissuade them from investigating it explained it as a labor 'jack facility. Taking a page from Cygnar's industry (but for different reasons), weapons systems for Protectorate 'jacks were assembled at diverse hidden locations and only attached to the finished warjack at the last possible moment.

The need for secrecy vanished with the declaration of open war with Cygnar, and the Factorium now houses warjack factories functionally similar to those of the other Kingdoms. Warjacks



produced at any facility in the Protectorate go through similar stages of assembly; additionally, most major steps are blessed by Menite clergy. The Protectorate's leadership has never been entirely comfortable with the necessity of arcane components in the fabrication of warjacks. Even though the most complex mechanika are built and installed by foreign captives and voluntary recruits to the Vassals of Menoth, the Menite priests still find these 'jacks distasteful. Each stage of assembly is completed with Menite clergy blessing the components and praying for Menoth's forgiveness for using arcane items. All large surfaces on a warjack chassis bear inscriptions praising Menoth.

Occasionally, a visgoth requires a specific lot of warjacks to be produced for a certain crusade or duty. These 'jacks have special prayers and devotional items affixed to them, entreating Menoth's aid in their task. For example, a small battle group of Castigators was recently produced for protecting supply trains between Sul and Tower Judgment. Extensive prayers were written on the hulls of these 'jacks, dedicating them to "the protection of those who bear loads in His service." Some Protectorate warjacks bear individual names, with "The Fire of Salvation" and "Blessing of Vengeance" being two of the most famous. At their inception some 'jacks receive names based on Menite Holy days. Other 'jacks are named later, as their cortexes become attuned and their quasi-personalies emerge.

Prior to the final dedicatory prayers and anointments that place a warjack in service to the Protectorate, specially chosen Vassals conduct tests and activate the 'jack's cortex. There have been a handful of incidents where unhappy Vassals were able to marshal one of these warjacks long enough to kill his warders and attempt an escape. None of these attempts has ever succeeded, but several caused significant damage to property and laborers before the Vassal in question was killed and the 'jack subdued. Monks of the Order of the Fist now carefully monitor these proceedings.

Despite the necessity of mass assembly, the Protectorate's workers treat their warjacks more like handcrafted weapons than most nations do. Because laborers do not directly enter the field of battle, Menite workers often identify very strongly with the 'jacks they build, seeing them as weapons that they send at the enemies of their faith.

The Factorium remains the center of the Protectorate's warjack production, but additional facilities have become operational since the escalation of the war. Imer has always played an important role in the Protectorate's industries and is now home to the nation's second-largest warjack factory. At the edge of the Bloodstone Marches, the Protectorate had established a secret semi-open-air manufacturing camp for the construction of prototype Reckoners. This camp has been expanded into a fully enclosed factory specializing in the production of Reckoners and Castigators.

The capture of Leryn by the Northern Crusade is an increasingly obvious strategic gain for the Protectorate. Although the members of the Golden Crucible have been gone for some time, their complexes and nearby mining facilities remain. The Khadoran Greylords Covenant had preserved these facilities for their own uses, but now the Protectorate controls them. It is likely the Protectorate will attempt to turn Leryn into a secondary source of warjack production in the north, allowing the Northern Crusade to quickly replace 'jacks lost in their ongoing operations. Similarly, Thunderhead Fortress is expected to become a major secondary source of cortex production, as mines in the nearby mountains contain several essential trace materials.

Vassals of Menoth Escape Attempt

Early in AR 605, Vassal of Menoth Jack Applewaith learned through an underground grapevine that his family had been slaughtered by Protectorate troops in their homes near East Wall. The hope that he could one day escape and be reunited with them had been the sole reason Applewaith had not given up on life. The next day, while inspecting a newly functional Crusader at a small warjack factory outside of Ichthien, Applewaith seized control of the 'jack and forced it to crush the unprepared supervisor who guarded him. Applewaith marshaled the 'jack through the factory, killing over twenty laborers and rupturing a large container of Menoth's Fury. Temple Flameguard responded quickly but were unaware of the spill. Although they killed Applewaith almost immediately, their Flame Spears touched off the leaking Menoth's Fury. The resulting inferno reduced the interior of the building to ashes, killing everyone inside. Now all Vassals performing inspections of functional warjacks are supervised by at least one well-guarded Scrutator.

WARJACK PRODUCTION IN THE NIGHTMARE EMPIRE

Cryx's 'jack production techniques diverged from the mainland nations' very early on. For centuries there was little uniformity of design among helljacks or bonejacks. Schematics and materials were largely left to the whim of individual necrotechs, and 'jack factories were more glorified workshops for experimentation than facilities for mass production. As various chassis proved themselves successful in battle, an increasing degree of uniformity set in. Cryxian warcasters and other necromancers in command of warjacks began to demand substantial quantities of specific 'jacks to fill specific needs, the aesthetic and experimental wishes of the necrotechs be damned.

Despite this increasing standardization, Cryxian 'jack factories remain idiosyncratic affairs. This is particularly true of factories located within the Cryxian Empire itself. There necrotechs in charge of helljack factories are given leeway to choose their materials and produce their 'jacks however they wish, as long as their quotas are met and their orders are filled efficiently. Many necrotechs maintain adjacent work areas at the factories for private experimentation. Alterations to schematics and weapons configurations are not unheard of, and more than one necrotech has been summarily destroyed by a warcaster for making unwanted or dangerous additions to a new lot of 'jacks.

The largest concentration of warjack manufacturing is in the port city of Dreggsmouth. Helljack facilities there specialize in the production of specific chassis; factories devoted to bonejack manufacturing typically create multiple chassis types, as the parts are common between many different designs. Production at any of these facilities occurs in a fashion similar to that of mainland factories, with the exception that thralls and other necrotechnological machines perform labor instead of human workers. Often, these thralls are equipped with specialized tool-limbs to better perform their tasks.

Skell, the capital of Cryx, is home to a secondary—but still important—helljack industry. Master Necrotech Mortenebra made Skell her home for centuries before moving to oversee operations on the mainland, but her legacy remains. Large numbers of production 'jacks are created here, but the emphasis of many of the 'jack-producing factories are focused on experimentation instead of mass production.

Bonejack factories are capable of producing much larger quantities of arc nodes and low-grade cortexes than any similar factory on the mainland. The necrotechs have truly perfected the arc node and possess a fine understanding of the mechanikal principles that power it, drawn from centuries of necromantic interrogation of the greatest mechaniks of the Iron Kingdoms. Deceased arcane mechaniks are smuggled from the mainland and forced to toil endlessly, building cortexes for the armies of the Dragonfather. The necrotechs also employ several necromantic shortcuts, such as replacing the rare trace metals used for sensitive cortex parts and reflex channels with necrotic substances. They first reduce and liquefy corpses and then mix those foul substances with acids and other toxic chemicals to create materials analogous to the metals used in standard warjack cortexes. Although the cortexes of helljacks and specialist bonejacks such as the Stalker are as complex as normal warjack cortexes, necrotechs can cut many corners when it comes to the more standard bonejacks. Deathrippers and Defilers need only be able to obey a few key instructions, and their cortexes are therefore much simpler to produce.

Mainland helljack production was a sporadic and inconsistent affair until very recently. This has rapidly changed with the establishment of extensive factories in tunnel and cave systems beneath the Thornwood, initiated by Lich Lord Asphyxious. These tunnels contain mining and smelting facilities operated by thralls. This drastically simplifies the transportation of raw materials for 'jack construction, and a staggering number of helljacks and bonejacks are being produced in these subterranean factories.

All of the materials necessary for fabricating 'jacks can be found in the tunnels except for the blight-tainted bone that necrotechs favor for some parts. In the absence of Toruk's blight, however, necrotechs have created an alternative for the bone. A specially smelted alloy of necrotite and exotic metals is used to line huge bins. These bins are then packed full of human and animal bones and left to bathe in the fell radiations of the container for several months. At the end of this process, the bones are almost as tough as the ones contaminated by Toruk's own blight.

Ordic, Rhulic, and Llaelese 'Jack Factories:

Both Ord and Rhul concentrate their 'jack production on labor 'jacks. Ord in particular follows a very similar production scheme to that of Cygnar. In fact, significant portions of their chassis components are surplus from Cygnaran factories. The major difference in Ord's warjack production is the smaller scale of its factories. Ord can field fewer warcasters and produces far fewer warjacks. Ord's 'jack production also differs in that it prefers somewhat different steel alloys. The majority of Ordic warjacks can expect to see some naval use, and they require steels that can resist storms and corrosive seawater. Ord has only a handful of dedicated warjack factories and even these often share components with naval facilities.

Rhul's emphasis on mining and industrial applications is an obvious influence on their warjacks. Almost all their initial chassis designs were for specific industrial uses and were only later fitted for military use, though they required little modification to serve effectively. This has proven extremely useful for Rhulic teams exploring new mining territory, as they can carry supplemental limbs for their 'jacks to meet projected needs in work or combat. Although all Rhulic 'jacks can currently pull double duty, there is debate in Rhul regarding designing purely combat-oriented chassis given the increasingly explosive climate of the Iron Kingdoms. In the meantime, it is a testament to the designers of Rhul's labor 'jacks that so many of them are perfectly suited for warfare even with their standard mining equipment.

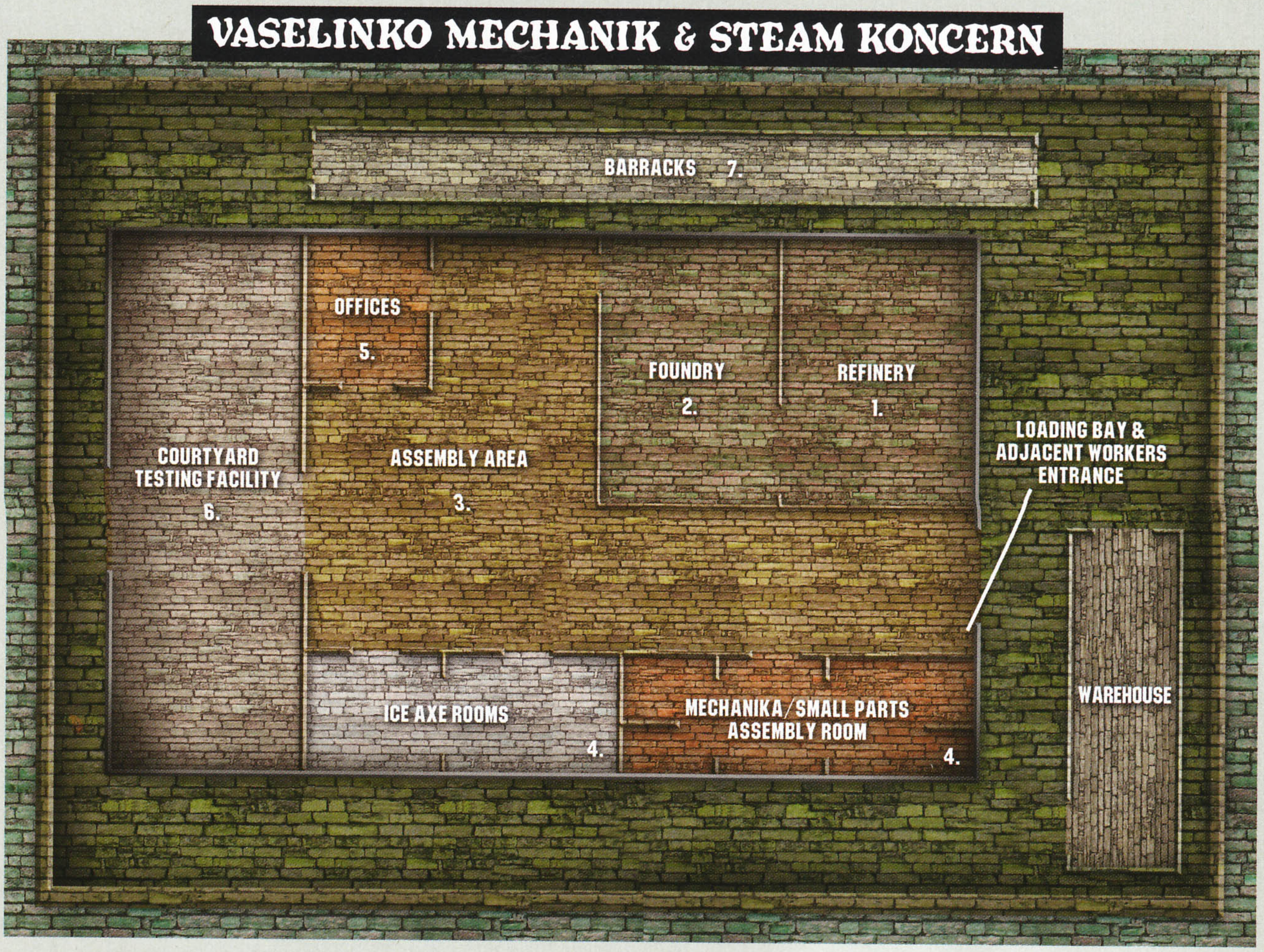
Llael never had an extensive warjack industry, and their overall industrial capacity has always been low. The first truly Llaelese warjack to see substantial production was the Vanguard, commissioned in AR 566. Although Llael was home to some true geniuses in the field of mechanika its government rarely utilized them for regular military projects, and the Vanguard provides a sad glimpse of the wasted potential. Prior to the Vanguard, Llaelese warjacks were crafted in small batches as individual pet projects funded by Llaelese nobles serving the military. In the aftermath of the occupation, what 'jack factories survived the invasion are being refitted for Khadoran warjacks or labor 'jacks. The Llaelese Resistance is largely reliant on the Protectorate of Menoth, but rogue mechaniks are contemplating ways to produce more despite their lack of sufficient funds and facilities. To date they have had to content themselves with repairing and rebuilding what few 'jacks they have kept or managed to locate since the invasion.

'JACK FACTORY DESCRIPTION/ FLOOR PLAN

The Vaselinko Mechanik & Steam Koncern represents a typical small warjack factory. The Khadoran military arranged a buyout of the Rorschik private labor 'jack factory by Blaustavya Shipping & Rail. The factory is now managed by Dukal Kotrovna (male Khard, Arcane Mechanik 12), who represents both BS&R and the Khadoran Mechaniks Assembly and is widely recognized as an expert in his field. Dukal is a veteran of several years as a combat mechanik; he is something of an anomaly in that he saw years of battle as a 'jack marshal but has retained all of his original limbs. His temper is notorious among his workers, but it is usually only directed at the lazy and incompetent. Dukal received the management of the factory as a reward for his years of excellent service. Although not the most innovative of mechaniks, he has real skill at working efficiently under duress, a talent he is now applying to the tight deadlines the factory must meet. The factory's conversion to military 'jack production was finished only recently, and the facility is just now completing its first consignment of ten Destroyers. It is currently equipped with molds and parts to build both the Juggernaut and Devastator chassis.

Patrols of Winterguard with wardogs are stationed along a wall enclosing the entire facility, and a further two groups patrol the factory itself. Two junior Greylords Ternions are assigned to patrol the compound. Workers and visitors must pass through a single checkpoint guarded by several Winterguard and a marshaled Juggernaut before being granted access to the factory. Past the checkpoint, the main entrance for workers is a side door next to the great steel loading dock. A warehouse near the main factory entrance stores raw materials.

VASELINKO MECHANIK & STEAM KONCERN


BARRACKS 7.
OFFICES 5.
FOUNDRY 2.
REFINERY 1.
LOADING BAY & ADJACENT WORKERS ENTRANCE
COURTYARD TESTING FACILITY 6.
ASSEMBLY AREA 3.
WAREHOUSE
ICE AXE ROOMS 4.
MECHANIKA/SMALL PARTS ASSEMBLY ROOM 4.

1. A long, empty floor space runs the length of the warehouse, separating the workrooms from the main factory floor. To the immediate right of this space is the factory's small refinery, where low-grade steel can be refined into the high grades necessary for 'jack production. The entire factory is quite warm, but here the heat is stifling.

2. Directly next to the refining machines lies the foundry. This is where the raw steel is smelted and poured into the giant molds of 'jack chassis. Two stripped-down and unarmed Juggernauts assist the mechaniks with the work. Enormous rail systems hang from the ceiling, enabling the mechaniks to move the molds and remove the finished parts by the use of hooked chains.

3. The assembly area is past the foundry. Five nearly complete Destroyers stand here. Teams of mechaniks are attaching their bombards, and a senior mechanik performs systems checks. Three more partially built Destroyers are hoisted in mid-air as workers integrate their leg systems.

4. A separating wall runs the length of the building to the left of the factory entrance. Behind it are rooms for the production of fine components. Each room is dedicated to the assembly and crafting of multiple mundane parts. A Greylord Ternion guards the last two rooms before the far wall. Inside these, senior mechaniks assemble Executioners and Ice Axes. The final room contains delicate parts and workbenches with tools. The factory's cortex stock is kept under heavy lock in this room.

5. Factory boss Petrovna's office is across the main floor from the cortex and delicate components storage room. Here he meets with officials from the High Kommand and Greylords covenant to discuss production goals and needs.

6. Between the office and crafting rooms, a large pair of doors leads into a walled outer courtyard. This is where functional warjacks are given final inspection and testing by mechaniks and Greylords. A pile of mangled scrap parts lies at the near wall. Pieces of steel from the pile are often used to test the strength of a warjack's grasp or weapons. Often, senior workers can be found having cigars or pipes in the courtyard when it is not being used for 'jack testing.

7. At the far end of the compound from the factory itself are two rows of barracks for the workers. Under normal circumstances twenty to thirty workers are lounging in the barracks between shifts or on their weekly day off. If the factory is attempting to produce more than its usual quota, workers will only be here in six hour shifts as the factory runs twenty-four hours per day.

By **Ron Kruzie**, *Studio Director*

PAINTING MECHANIKA

With the start of the **Year of the Gear** for *No Quarter Magazine*, I wanted to showcase a few different ways to paint the mechanikal parts of 'jacks. For this article, we'll be painting three parts from various warjacks step-by-step, utilizing different styles and techniques. This will pave the way for painting an entire 'jack model that really lets the iron, gears, and other mechanikal parts of the machine stand out.

We'll use washing and layering techniques to paint the sword arm from a Cygnar Stormclad warjack. For the Cryx Reaper harpoon, we'll use the more traditional studio method of two-brush blending. Finally, we'll layer glazes of ink and paint on the Mercenary Mule Steam Boiler, and as a bonus we'll go over how to paint the steam pressure meter.

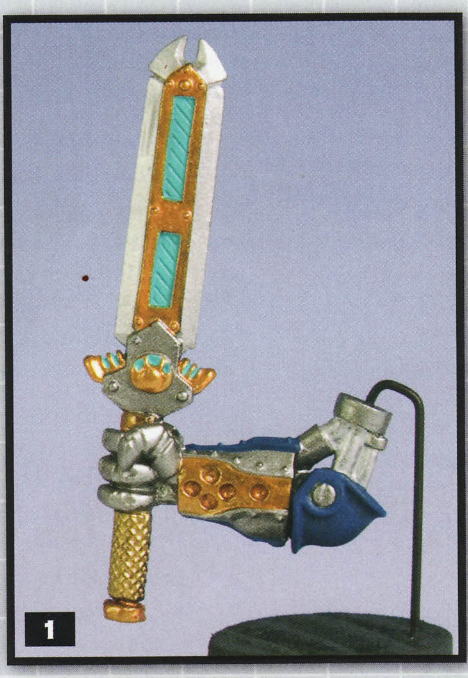
Cygnar Stormclad Sword Arm

To paint the Stormclad's sword arm, we'll use the techniques shown in the Formula P3 Core Techniques DVD. We'll start with a basecoat stage, then wash and layer in the shadows and finally highlight the entire part using additional layering.

FORMULA P3™

What You'll Need:

- Arcane Blue
- Armor Wash
- Bloodstone
- Brass Balls
- Cold Steel
- Cygnar Base Blue
- Cygnar Blue Highlight
- Exile Blue
- Mixing Medium
- Morrow White
- Pig Iron
- Quick Silver
- Rhulic Gold
- Thamar Black
- Umbral Umber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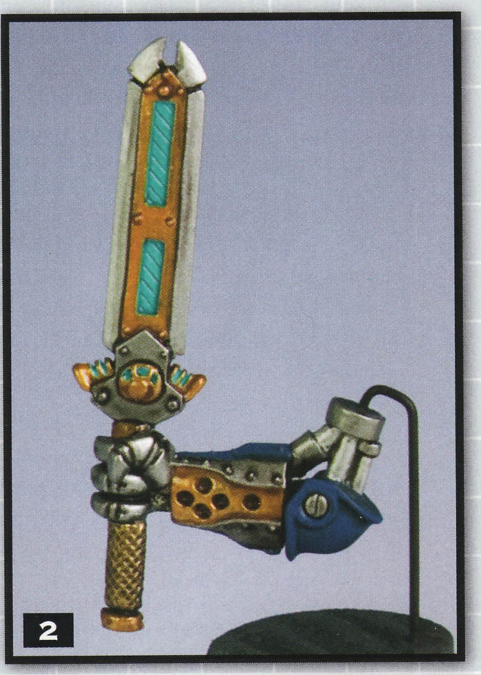
Step 1) Basecoat with Cygnar Base Blue on the painted armor, Pig Iron on the darker metals, Cold Steel on the blade, and Quick Silver on the hydraulic pistons. Apply Arcane Blue to the power coils, Rhulic Gold to the gold areas, and Brass Balls to the hilt.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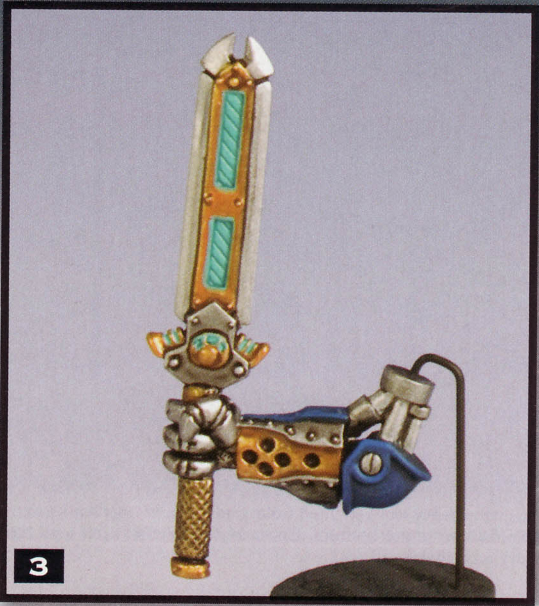
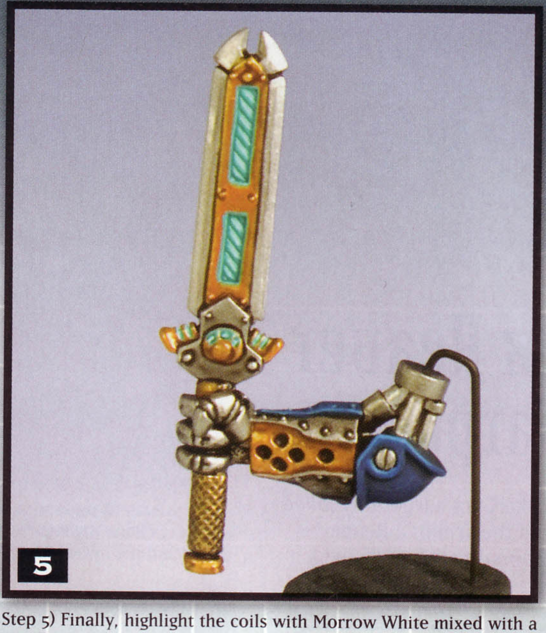
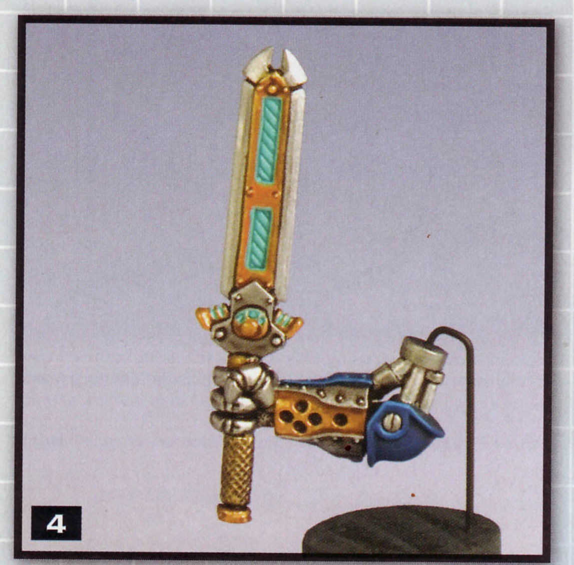
Step 2) To create the shadows, first wash the coils with a mix of Blue Ink, Turquoise Ink, and Mixing Medium. Wash the Pig Iron with a mix of Armor Wash and Mixing Medium. Wash the Rhulic Gold and Brass Balls with a mix of Umbral Umber and Mixing Medium with a drop of Bloodstone. Finally, layer a shadow of Exile Blue in the recesses of the blue armor.



Step 3) Begin highlighting by layering the blue armor with Cygnar Blue Highlight. Then layer the Pig Iron areas with Cold Steel, the Cold Steel areas with Quicksilver, and the Rhulic Gold areas with Solid Gold. Layer the power coils with Arcane Blue and then use the same color to paint a tight line around the glowing portion of the Rhulic Gold area to simulate the glow from the electric light. Use Thamar Black to darken the holes in the forearm.



Step 5) Finally, highlight the coils with Morrow White mixed with a touch of Arcane Blue.



Step 4) Layer on the final armor highlight with a mix of Morrow White and Cygnar Blue Highlight. Continue highlighting the coils with a mix of Morrow White and Arcane Blue.

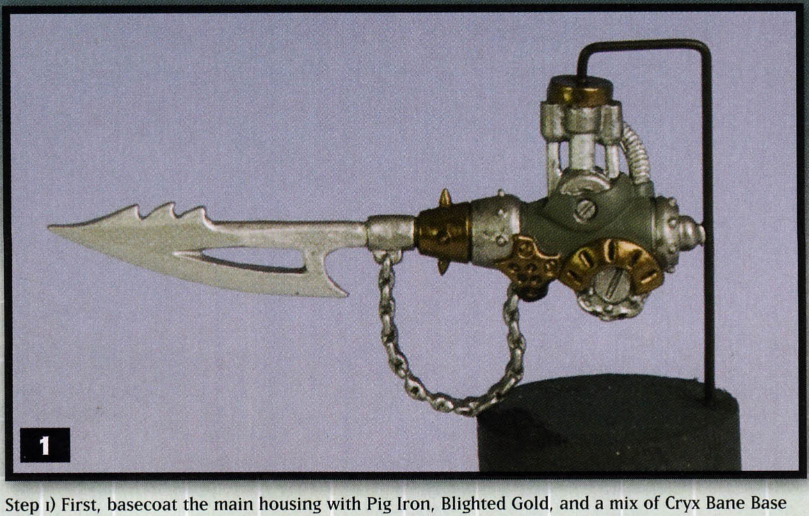
Cryx Reaver Harpoon

We'll paint the Cryx harpoon (yanked forcibly from the arm of a Reaper) in our traditional studio style, which emphasizes two-brush blending.

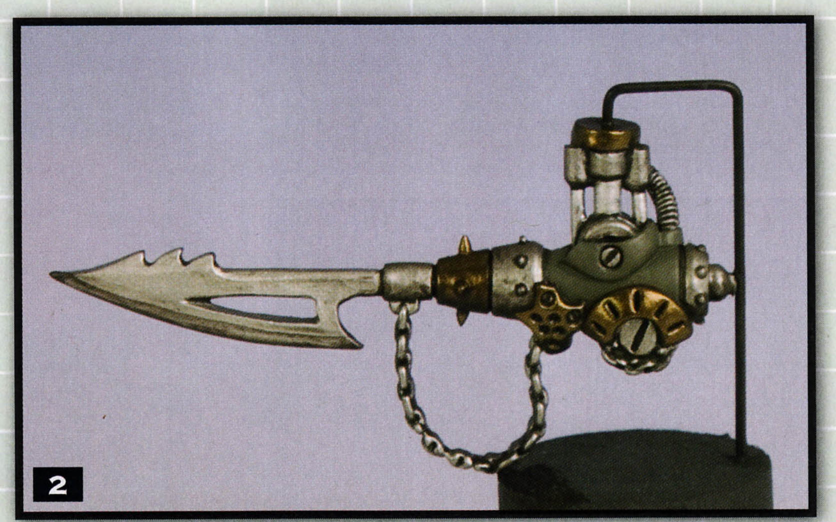
FORMULA P3™

What You'll Need:

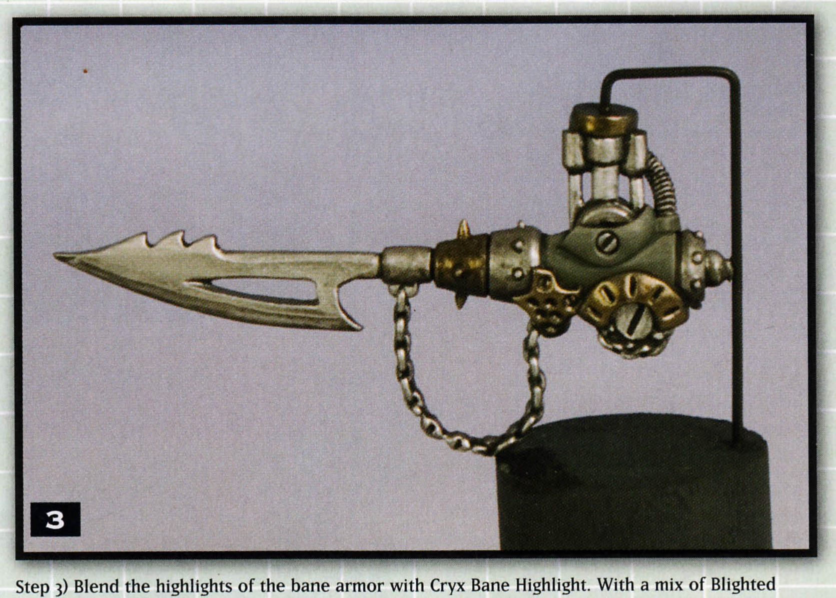
- ■ Blighted Gold
- ■ Bloodstone
- ■ Blue Ink
- ■ Cold Steel
- ■ Cryx Bane Base
- ■ Cryx Bane Highlight
- ■ Exile Blue
- □ Mixing Medium
- ■ Pig Iron
- ■ Quick Silver
- ■ Thamar Black
- ■ Thrall Flesh
- ■ Turqoise Ink
- ■ Umbral Umber
- ■ Yellow Ink



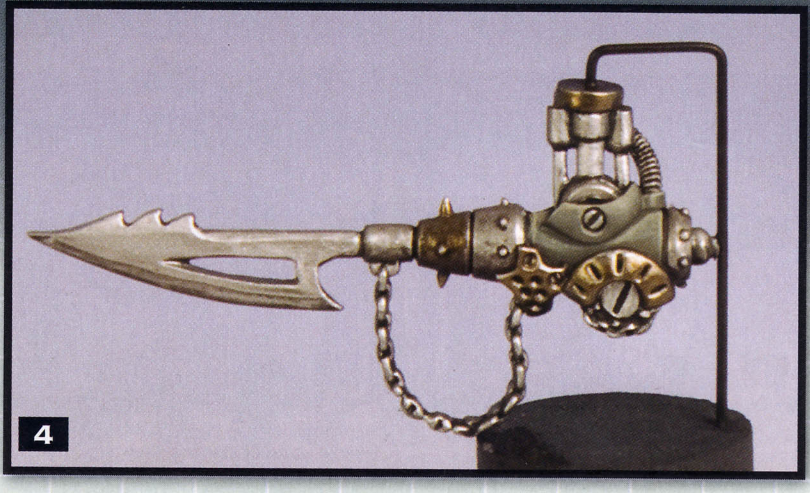
Step 1) First, basecoat the main housing with Pig Iron, Blighted Gold, and a mix of Cryx Bane Base and Cryx Bane Highlight for the painted bane armor sections. Basecoat the harpoon itself with Cold Steel and the hydraulic pistons with Quick Silver.



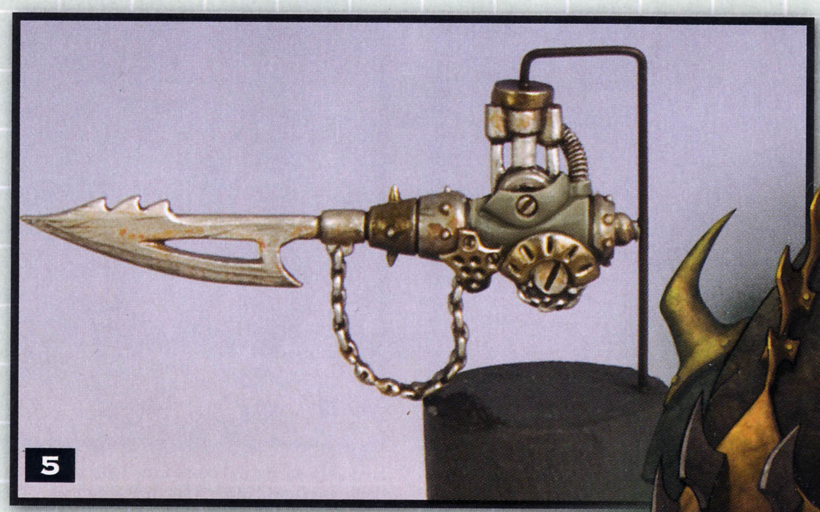
Step 2) Blend in the shadows of the bane armor areas using Cryx Bane Base. Blend in the Blighted Gold shadows with a mix of Thamar Black and Umbral Umber. Add Exile Blue to this mix and shade the metals.



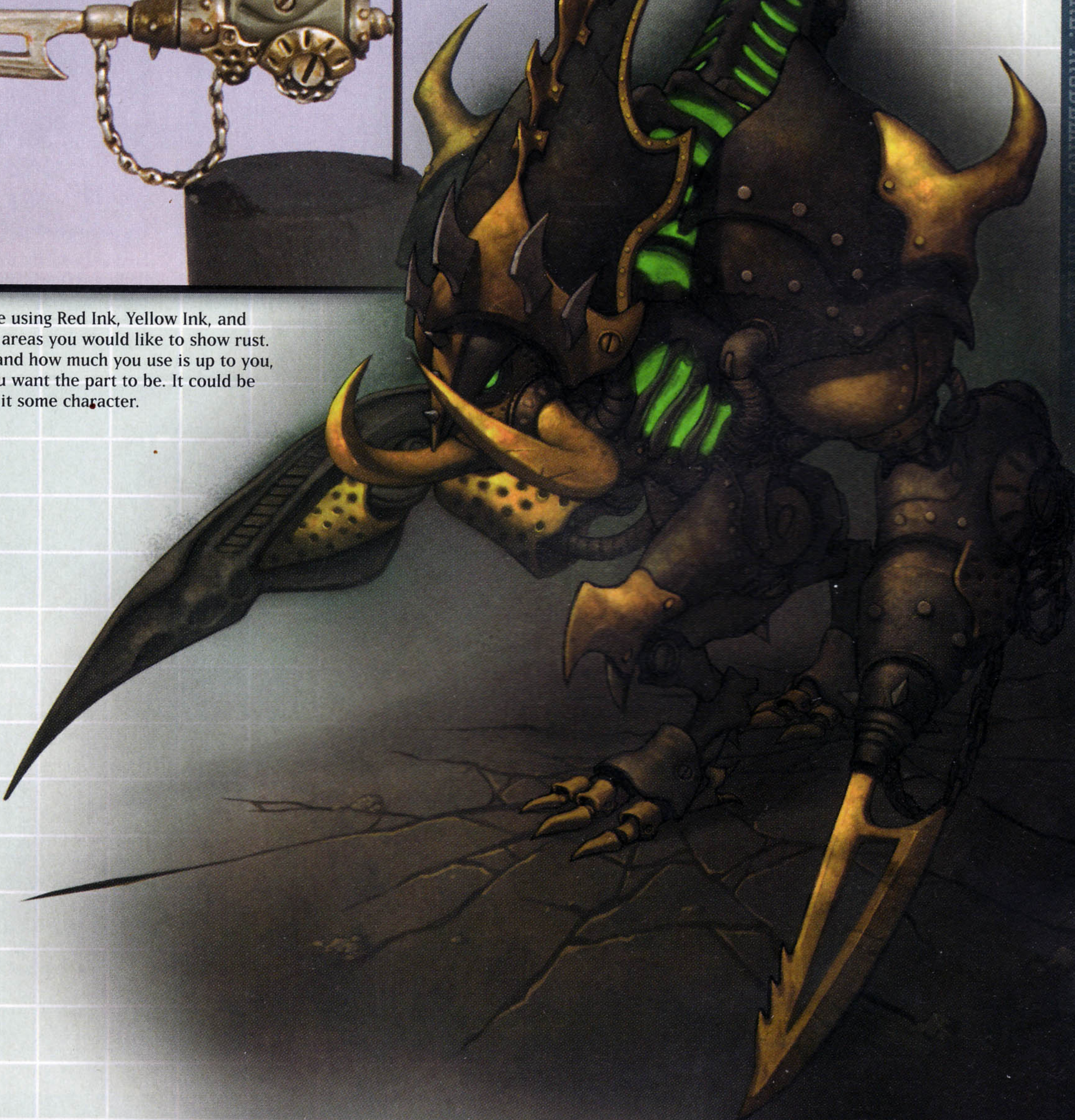
Step 3) Blend the highlights of the bane armor with Cryx Bane Highlight. With a mix of Blighted Gold and Cold Steel, highlight the Blighted Gold areas. Highlight with Cold Steel on the Pig Iron areas and Quick Silver on the Cold Steel areas.



Step 4) Highlight the upper edges of the Cryx Bane armor a final time using a mix of Thrall Flesh and Cryx Bane Highlight. Highlight the Blighted Armor portion with Quick Silver.



Step 5) Create a rust mixture using Red Ink, Yellow Ink, and Bloodstone. Add this to the areas you would like to show rust. Exactly where you apply it and how much you use is up to you, depending on how rusty you want the part to be. It could be a lot or just a touch to give it some character.



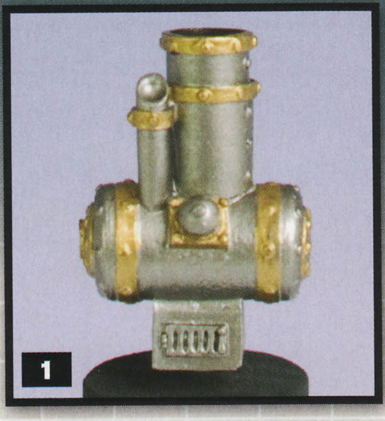
Mercenary Mule Boiler Stack

For this Mule warjack boiler, we'll layer several glazes of ink and paint to achieve the effect we want. Glazing ink over metallics as the shading stage is a great way to allow the metallic shine to come through the shadows. By adding a little paint to this mixture you will achieve a happy medium of opacity.

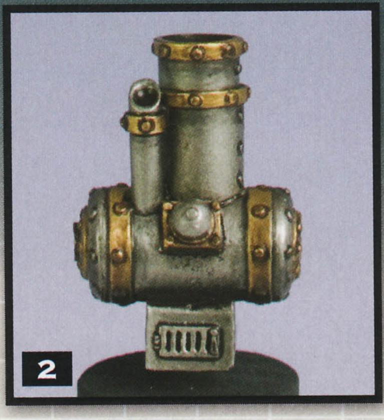
FORMULA P3™

What You'll Need:

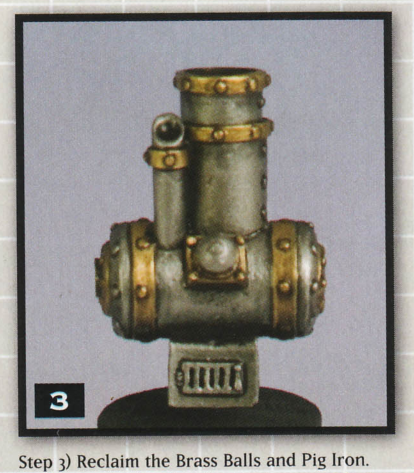
- 🟩 Armor Wash
- 🟫 Bloodstone
- 🟫 Bloodtracker Brown
- 🟦 Blue Ink
- 🟨 Brass Balls
- 🟫 Brown Ink
- ⬜ Cold Steel
- 🟩 Cryx Bane Base
- 🟨 Cygnus Yellow
- 🟥 Khador Red Base
- ⬜ Morrow White
- ⬛ Pig Iron
- ⬜ Quick Silver
- 🟥 Red Ink
- ⬛ Thamar Black
- ⬜ Trollblood Highlight
- ⬛ Umbral Umber
- 🟨 Yellow Ink



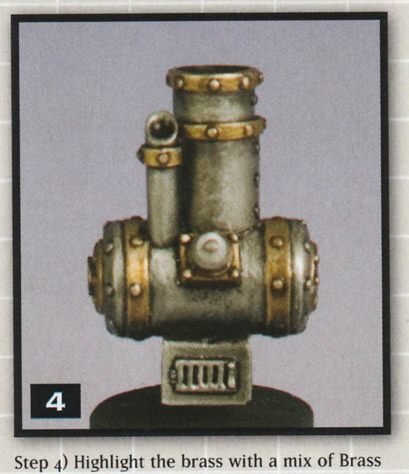
Step 1) Basecoat the boiler with Pig Iron and Brass Balls.



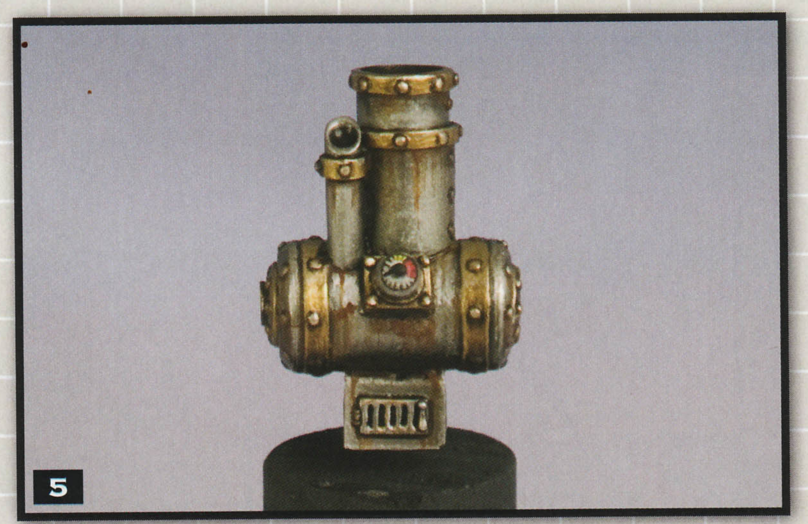
Step 2) Shadow the Pig Iron with multiple layered glazes of Blue Ink, Brown Ink, Umbral Umber, and Thamar Black, all thinned with water. Shadow the Brass Balls with a tarnish mixture of Armor Wash, Umbral Umber, and Bloodtracker Brown, thinned with water. As with the shading, apply this as multiple layered glazes.



Step 3) Reclaim the Brass Balls and Pig Iron. Reclaiming is simply going back over with the basecoat colors to re-establish paint that was covered by messy or zealous glazing.



Step 4) Highlight the brass with a mix of Brass Balls and Quick Silver. Then highlight the other metal with Cold Steel. Basecoat the pressure dial with Trollblood Highlight and highlight it with Morrow White.



Step 5) Using the same rust mixture as for the Cryx harpoon, rust the boiler in a few chosen areas. Add some Umbral Umber to the rust mix for a deeper rust color and as a rust shadow.

Complete the pressure meter by painting Khador Red Base and Cygnus Yellow on the meter. Next paint in the lines and border with Thamar Black mixed with a touch of Cryx Bane Base to cut the harshness of the black down.

CLOCKWORK CHALLENGE

The intricacies of gears...
The precision of engineering...
Using clockwork and mechanika!

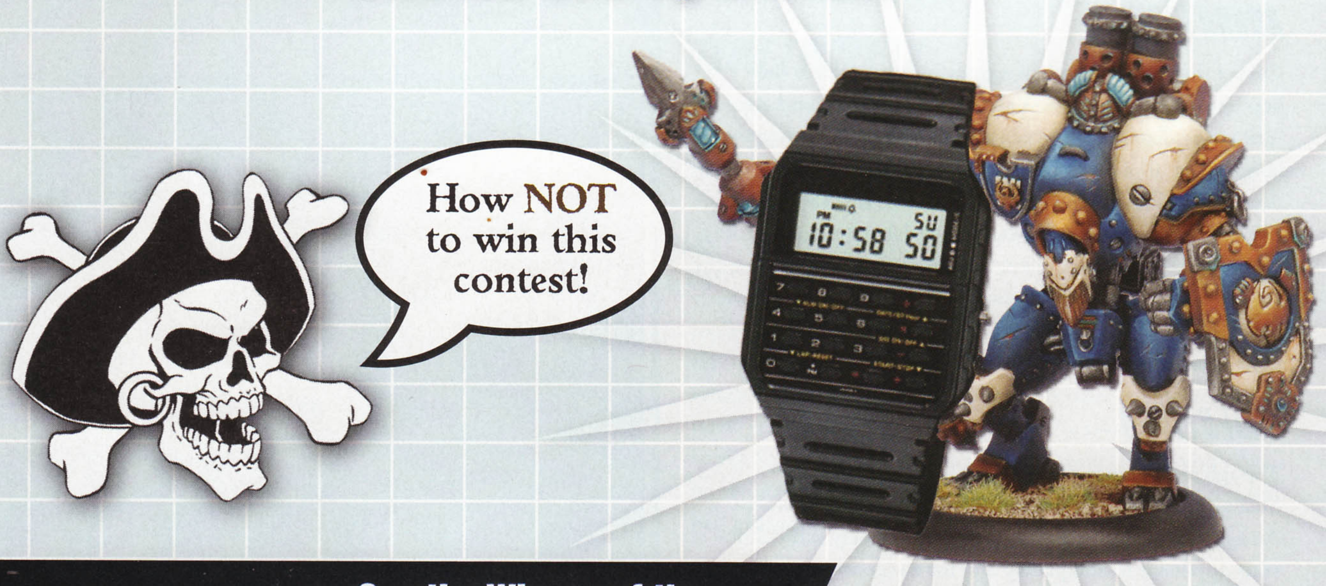
You could win a $50 US spending spree at the Privateer Press Store (store.privateerpress.com) and the adoration of thousands as we publish your model! Heck, we might even throw in something cool that we found on the desk of the Privateer Press studio.

Sure the Iron Kingdoms is powered by coal and driven by steam, but it's clockworks, springs, and pistons that make those mechanikal beasties get up and kick ass. Incorporate gears, springs, and clockwork into your creation or capture the essence of the mechanika that is so ubiquitous in the IK.

Take a digital photo of your creation. Then, check out the rules and submission guidelines at:

www.privateerpress.com/noquarter/challenge

Entries due by 3/1/09


How NOT to win this contest!

See the Winner of the Encroaching Entropy Challenge from No Quarter #20 on page 95!

STRATEGY & TACTICS:

SPEED KILLS

by **Adam Poirier** · Art by **Andrea Uderzo**

USING THE BLITZKRIEG PLAY STYLE

Are you looking to put your opponent on the ropes right out of the gates and never let him recover? Does making an unpredictable and crippling lightning raid on your opponent's key assets strike your fancy? Or are you looking for ways to make sure you are not on the receiving end of these tactics? If these questions leave you bloodthirsty for answers, read on as I illustrate the theory behind the blitzkrieg play style.

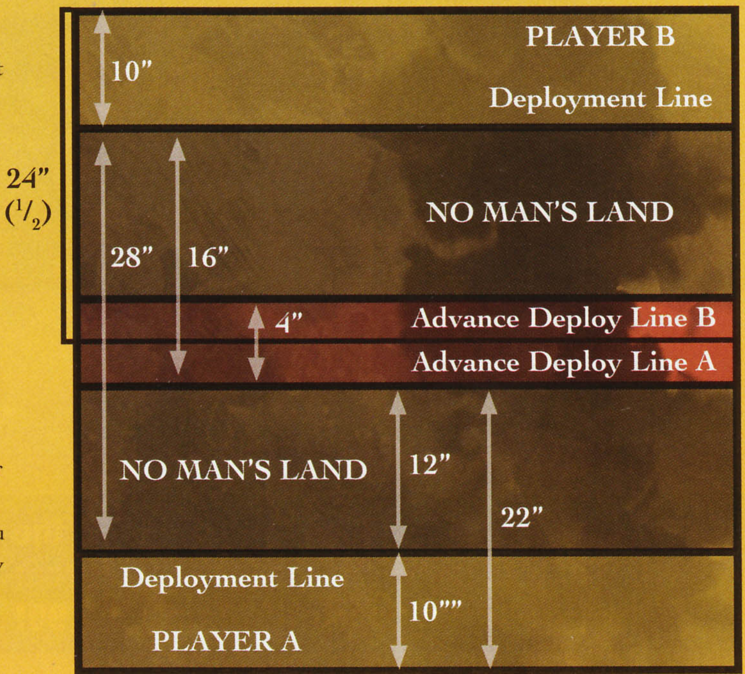
The trick to a two-turn win is to deal a decisive and crippling blow on turn 1 while forcing your opponent to fight what you choose in his retaliatory round. Accomplishing this may not be easy, but some careful planning in how you build your army will give you some fast combinations for this play style.

GENERAL STRATEGY

Whether you're on the offensive or defensive side, these tips can help you deal with an attempt at a two-turn win.

BOARD SIZE

One of the first tenets of an aggressive play style is that you must take into account all the lines on the board as well as the distances between them. With each deployment zone being 10", there is a 28" open space from your deployment line to your opponent's. After that the key distance comes into play: the length between your Advance Deploy line and your opponent's deployment zone. This 16" stretch is crucial to speed playing: every inch past it your threat range extends is one less space your opponent is safe in on turn 1.



OBJECTIVES

Though most games are assassination scenarios, Steamroller 4 offers a whole new range of circumstances. An aggressive play style can make it extremely difficult for your opponent to adequately aim for a scenario win after you've gotten the proverbial jump on him, which gives you a better start in the game. Exploiting this is a fantastic way to keep your opponent reeling. As he's forced to feed you pieces of his army in hopes of extending the game, he will become increasingly more likely to make the mistake you need to completely crush him.

LIKELY OPPOSITION AND SCALE

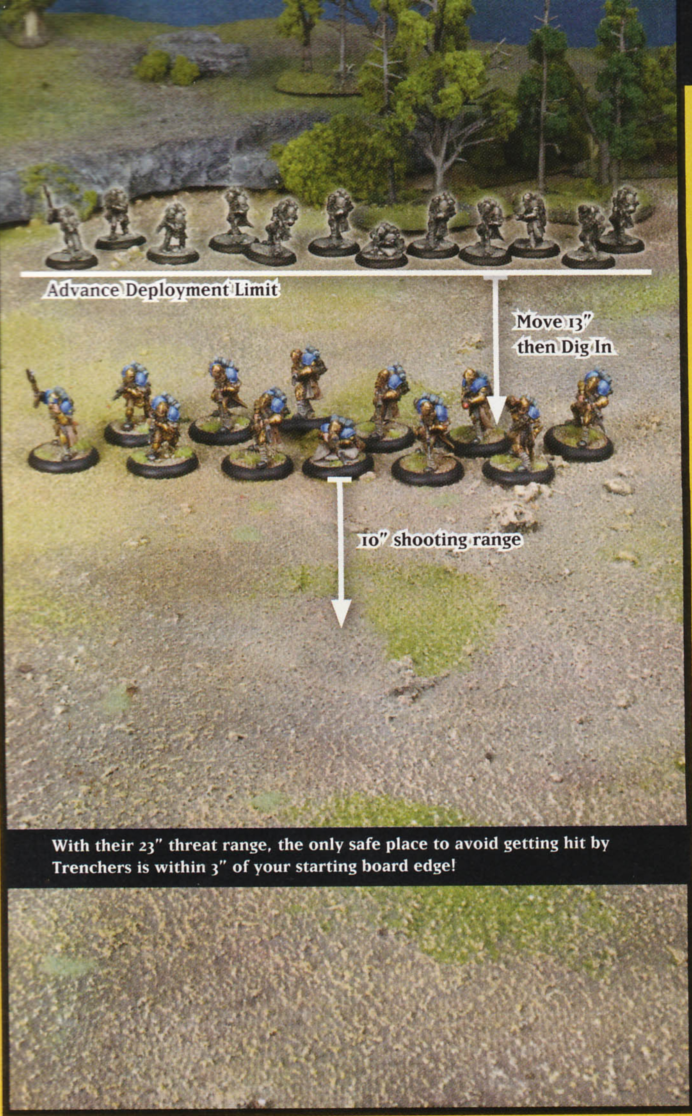
During your list-building process, the size of the game should have a strong influence on what would be a good choice for speed assassinations. Some combinations that are brutal at 750 points and under are not as viable in a 1000-point game with two Warcasters. At the same time, some of the most powerful combinations can be accomplished only in 1000-point games.

ATTACK RESOLUTION FOR BOARD CONTROL

Inevitably, something in your army is going to get attacked. You can control your losses, the board, and your opponent, though, if you are the one deciding what that is and where it happens. Let's look at Gudrun the Wanderer to illustrate this tactic, since his singular ability to establish board control is formidable in the early game. On the first turn he can run straight at the enemy line by Advance Deploying, ending 4" off it and blocking with arc nodes, blocks of troops, and so on. Supported by a few more Advance Deploying nuisances, the rest of your army will be largely free to run up the board and prepare for your turn 2 counterattack. On the following turn, your opponent will attack and likely kill Gudrun (his first time), along with anything else you used to harass him—not realizing that his own Crusader, unit of Iron Fang Pikemen, or whatever resource he uses to dispatch Gudrun is then sitting too far back to be useful for objectives and precisely where you had planned. As your second turn comes up, you will already be prepared to run roughshod over your opponent's forces while locking the fight on his side of the table and making it nearly impossible for him to even think about scenarios.

TARGET PRIORITY

Though some models may seem innocuous at first glance, knowing what, when, and why to kill will give you the chance to establish the game on your terms. This is where crippling your opponent comes into play: if you can't close a definitive victory, at least eliminate a key asset that lessens both your opponent's overall effectiveness and your returned losses. Knowing what your opponent needs or is counting on in his force is invaluable, and figuring it out gives you the chance to throw a monkey wrench into his plans and deal a blow from which he may not be able to recover. A basic example of this tactic is killing off the Shepherds and Forsaken in a beast-heavy Legion list. This stops your opponent from doing what he counted on and forces him to start making hard choices he had planned to avoid.



With their 23" threat range, the only safe place to avoid getting hit by Trenchers is within 3" of your starting board edge!

OFFENSE

LIST BUILDING

Even though the overall goal is going straight for your opponent's throat, an aggressive style of offense requires planning. Before you even show up for the game, you should know all the resources that are able to bring an attack to bear as well as how likely they are to succeed. The good news is that you can build an aggressive list that is not a one-trick pony and will still allow you to fight at a more traditional pace. Units like Trenchers and Idrian Skirmishers are fantastic for aggressive surgical strikes but still function very well if there is no opportunity for a turn 1 kill.

THREAT RANGES

The ability to take time during list construction to figure how far you can attack in a best-case scenario is an extremely useful tool to have in your arsenal. Models like the Piper of Ord, who can effectively give an additional 2" of movement to any unit, are valuable for this aspect, especially because the Piper's buff can stack with everything else in the game. An extreme example (in a 1000-point game) would be a Cygnar player fielding Epic Haley and Ashlynn as his casters, making any Cygnar unit extremely fast and deadly. Under the effects of Temporal Acceleration from Haley, Quicken from Ashlynn, and March from the Piper, that player can add 7" of movement as well as an extra attack for each model in the unit. Such a setup would allow a full unit of Trenchers with the unit attachment to now walk 13", use Cautious Advance to dig in, and then have every member fire twice. This 23" threat range (26" if you bayonet charge and decide to forgo a second attack and digging in) can be coupled with Advanced Deploy, permitting the Trenchers to effectively attack everything other than the last 3" of your opponent's deployment zone on turn 1 (or the entire zone, with the bayonet charge).

ORDER OF OPERATIONS

When going for a first-turn kill, it is extremely important to pay close attention during your deployment so that everyone can get to where they need to be. Make doubly sure that any models or units intended to attack are set up in a way that allows you to make those attacks in the order you need. This also is important in mitigating your losses; if your plan starts to fall apart due to dice rolls or some other factor, don't just keep going and make it worse. Pull back your remaining units so they can make the most of the beating other committed resources will likely receive, and, if need be, delay your grand assassination plan for a turn.

ACCEPTABLE LOSSES/RISK

Any tactic where you put key assets far into harm's way needs to either help win you the game or count as an expendable loss. Sending your only unit of Widowmakers and Eiryss straight at the enemy for 7 points of damage on a 'jack is not generally going to be worth their likely execution, but this does not mean these models are not expendable under the right circumstances. If those same Widowmakers were to advance and shoot a unit leader or important solo to clear the way for Eiryss to take a turn 1 disruptor-bolt shot at your opponent's warcaster, their efforts would be worth their loss. Typically, every player plans to do something very important with their focus on the first turn, be it allowing 'jacks to run or getting upkeep spells started. The panic your opponent will feel upon being shot at or hit with a disruptor bolt will likely ensure that those models become a first priority when his turn rolls around. Foreseeing this as the likely outcome, you can sacrifice the Widowmakers in exchange for control of the board, placing the rest of your army in position to crush your opponent when he retaliates.

DEFENSE

KNOW YOUR ENEMY (OR AT LEAST HIS DEPLOYMENT)

By this point, you already know you are going second. Before beginning your setup, double-check what your opponent has that can Advance Deploy and use that information accordingly. If you feel you are about to be on the receiving end of some fast aggression, try to create a situation that makes it hard for your opponent to cripple you. You can also set a trap using the board control ideas outlined above, which would allow you to respond to his assault even more brutally than he thought possible.

ONE MODEL MATTERS

As long as your 'caster is alive, you are still in the fight. Make sure 'casters are well protected in games where you are going second and you may discourage your opponent's aggressive nature entirely. Even something as simple as deploying behind a heavy 'jack can intimidate your opponent, as expending the resources needed to deal with a 'jack and a 'caster on turn 1 is not very realistic. Additionally, most models that could try and attack the 'caster directly can't adequately deal with the Screening Bonus the 'jack would be conferring, thus destroying their probability of success.

FRIENDS IN AD PLACES

One of the most effective ways to stop an aggressive assault is to bring in some Advanced Deployment of your own, particularly because such models will be set up last and can thus respond to your opponent's assassination plans. Two of the most noteworthy models for this role are Anastasia di Bray, with her ability to Deep Deploy to shut down lanes of attack against you, and Gudrun, because of his longevity and large melee range from reach.

TUNNEL VISION

Above all else, don't fall for tricks and play into your opponent's hands. Before making any retaliatory attacks (no matter how much you hate Eiryss for shooting at you), consider the rest of the board. If you allow your opponent to wrest board control from you on turn 1, you may quickly find yourself in an unwinnable situation. If need be, run a unit to an objective and start forcing the other player to react to *you*. It is much better to take some losses fighting than to survive but completely lose the scenario.

By using an advance deploy team, your opponent is forced to respond on their first turn, setting them up for the kill on Round 2.

FULL METAL CHALLENGE:
LAST DITCH EFFORT

by Brian Putnam

What You'll Need:

Cygnar

Lord Commander Stryker
Stormclad (1 trooper)
Stormblades (3 troopers)
w/Standard Bearer & Lieutenant
Eiryss, Mage Hunter of Ios
Sword Knights (2 troopers)
Stormlance (1 leader)

Cryx

Lich Lord Terminus
Bane Lord Tartarus
Pistol Wraiths (2)

The Challenge:

With his army dwindling, Terminus made a last-ditch play at victory. Having used his feat, he had plenty of extra focus last turn. However, with no way to get to Stryker, he instead decided to bank focus and run into melee with the enemy warcaster. With an effective ARM of over 30, he would be impervious to attacks from the Cygnaran force and could finish the game next turn.

Your goal is to find some way of busting through Terminus's armor and winning the game for Cygnar.

Setup:

Having already used his feat, Terminus began his last turn with 14 focus. After upkeeping Malediction, he used his Tattered Wings to fly over the Stormblades blocking LOS to Stryker and engage him. Terminus landed in the back arcs of the Stormblades and the Stormclad, keeping him safe from their charges and slams.

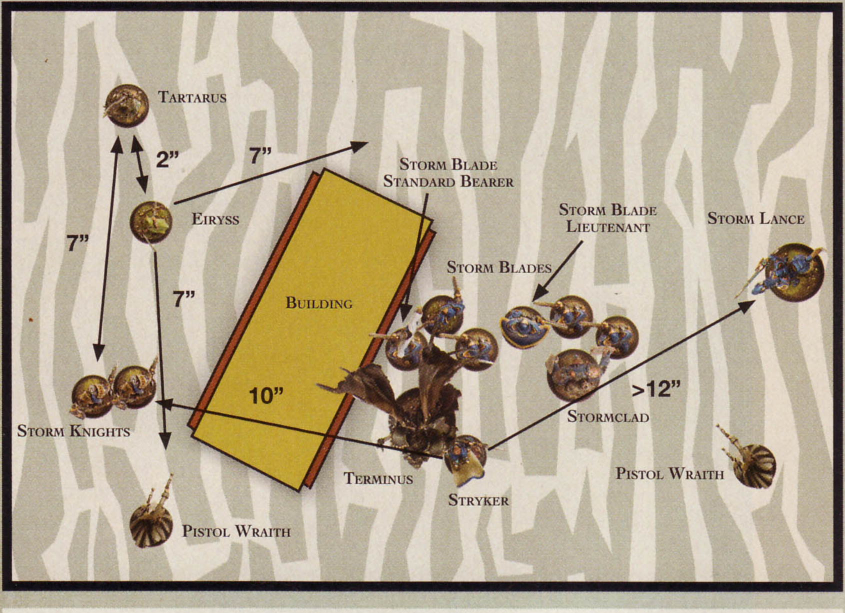
Stryker could use Overload to help break through Terminus's armor, but with only 11 HP remaining, using three dice would have a 50% chance of destroying Stryker, but using only two or one dice it would be very difficult to destroy Terminus. Stryker has already used his feat.

Eiryss could strip all the focus from Terminus, but the undamaged Tartarus currently engages her. He Cursed and charged her last round, missing his attack at that time, but if Eiryss were to move away, Tartarus would have an effective MAT 11, making Eiryss' demise by free strike a near certainty. The other problem is that, given the layout of the battle, even if Eiryss were to break away from Tartarus, she would not be able to get LOS to Terminus around either end of the building.

Stryker's Bonded Stormclad is unharmed and can attack Terminus, but even its mighty Generator Blade would have great difficulty in cracking Terminus's armor.

One of the Pistol Wraiths destroyed the Stormblades' Sergeant already, reducing their weapon POW by a significant amount. Unfortunately with Terminus's huge ARM, and him being in their back arcs to avoid any charges, they would have great difficulty harming him. The Standard Bearer has not used Lightning Strike yet. The only remaining Stormlance, the leader, has 4 wounds remaining but doesn't appear to be in a particularly good position to influence the battle this round.

Only two troopers remain of the original Sword Knights unit. They do not have the distance to reach Tartarus without a charge. Stryker could reposition himself within Tartarus' melee range to give them an order, but even if they destroy him, how would that help win the scenario?



Our Solution:

The only hope is to hit Terminus with one of Eiryss' Disruptor Bolts. Allocate 2 focus to the Stormclad and hold the rest on Stryker. Activate Stryker first, and cast Positive Charge on the Stormclad. Move him within Terminus's melee range towards the Sword Knights and give them the order to run. Run the Stormlance in front of the Stormblades, about 6" away from Terminus and facing away from him. This brave soldier will serve as a homing beacon for the Stormclad to throw Terminus towards.

Advance the Stormclad towards Terminus, and use Stryker's Bond to take a free Throw Power Attack, boosting the attack roll. With the boost and Positive Charge, the attack should hit, and Positive Charge makes passing the STR check a breeze. Use the Stormclad's second focus to boost the ranged attack roll at the Stormlance. With the boost and the Back Strike bonus, it should be an easy shot. This guarantees that Terminus lands exactly where you want him—right in front of the Stormblades, instead of deviating on top of them or behind the building. Thrown large based models do not collide with any small-based models they move over, so the Stormblades are safe as Terminus sails over their heads.

Run the two Sword Knights towards Tartarus. Rather than take their chances at destroying him with a charge, they can, with total certainty, simply stand side by side to prevent Tartarus from taking a free strike against Eiryss. Eiryss now moves to the north end of the building, and now has a clear shot at Terminus in order to remove all of his focus with a Disruptor Bolt. Send in the Stormblades with a Lighting Strike to demolish the now knocked down and reduced-ARM Terminus.

STORM'S FURY

Cygnar's knights and soldiers fight ardently against enemies of the crown. Besieged on many fronts, these noble warriors put their lives on the line to ensure the safety of their families and their homeland.

Cygnar Tactics in WARMACHINE

By **David 'DC' Carl**
Art by **Abrar Ajmal**, **Brian Snoddy**, **Andrea Uderzo** and **Kieran Yanner**

DEFENDERS OF THE CROWN

One of the key strengths of the Cygnaran army is its access to resilience-enhancing spells and abilities. From the Arcane Shield spell found on every Journeyman Warcaster to Stryker's Invincibility feat or Epic Haley's Deceleration spell, Cygnar's tools of protection allow the kingdom to guard its own as effectively as any WARMACHINE faction.

Such defenses begin with model/unit abilities like Defensive Line, Dig In, Polarity Field, and Suppressing Fire, but that is just the beginning. Unlike scout units of other factions, Rangers not only possess the Camouflage ability but can also grant it to models around them. The extra 2 DEF on models like Storm Lances or Laddermore can mean the difference between a solid hit and inconsequential blast damage.

Many Cygnaran spells also have defensive elements. Cygnar can protect a board region with Fox Hole or Higher Ground, a single model with Electrify or Fortify, and a whole unit with Arcane Shield, Blur, or Polarity Field.

Some of the most effective protections are those that affect a control area rather than a single AOE, model, or unit. The Blinding Flash, Deceleration, Deflection, Force Field, and Temporal Barrier spells offer exceptional defense from a broad range of damage sources, and they cover significant portions of the board. Their effects vary greatly, but they can all limit casualties in some way. Some reduce an opponent's accuracy, while others enhance defenses to hamstring an attack altogether. The most potent of all control-area protections are the protective feats Invincibility and Temporal Shift. Invincibility knocks 5 damage off every attack, while Temporal Shift can negate many attacks altogether by stripping an opponent of movement or action.

The final defensive measure is the timeless Smoke Bomb. Against many enemies, it can shut down ranged, melee, and magic attacks entirely. A Cygnar player should remain ever mindful of effects that ignore or negate smoke, but against a majority of armies, smoke still provides the most thorough defense possible.

RIDE THE LIGHTNING

Cygnar's storm technology is another defining element for the faction. It manifests in a variety of ways, all tools in the hands of a crafty Cygnar player.

One of the most common outlets for Cygnar's lightning is Disruption. This ability can sabotage not only the offense of opposing warjacks but also the offense of opposing warcasters relying heavily on arc nodes. The Disruption ability and Disruptor spell themselves appear throughout the faction, and Disruption Field, Lightning Shroud, and Stormcall all cause disruption in addition to damage.

Cygnar's cortex damage makes temporary disruption permanent by limiting an opposing warjack's offense for the remainder of the game. Arcane Shocker rounds, Shock Fields, and Shock Hammers all make potent weapons against warjacks.

Storm technology is also useful against armies with many trooper models. The Chain Lightning, Chain Reaction, Electro Charger, Electro Leap, Lightning

LIGHTING STRIKE

Crackling electrical arcs surround the defenders of Cygnar and strike out viciously at its enemies.

Generator, and Lightning Shroud abilities all chain from an initial target to additional models. Not only does this clear out massed low-ARM troopers, it's also potent against models with exceptional defense or those that cannot be targeted at all. The Thunderhead's Energy Pulse, though not strictly a chain effect, is another stormtech weapom that's effective against massed foes.

In addition to causing disruption, chaining, or raw damage, storm technology can also be applied to movement effects. Thunderbolt, Thunder Strike, and Electrify push enemies away, and Voltaic Snare, Voltaic Strike, and Tractor Field hinder or even halt enemy movement. Scramble is a particularly effective movement-related storm effect because it not only shuts down a warjack's offense for the turn but may also leave the 'jack open to free strikes—or leave enemy warriors flat on their backs.

READY, AIM, FIRE!

The first thing many players think of when it comes to Cygnar's strengths is its ranged combat potential. Cygnar is loaded with abilities that affect ranged attacks, enough to allow its defenders to fire more often, more accurately, with more power, and at longer range than their enemies.

The barrage of firepower some Cygnaran armies can produce is truly impressive. A greater hail of lead means more dead bodies for the enemies of the crown, whether the product of the Dual Fire and Manual Reload abilities or the powerful Maelstrom and Blitz feats. Additionally, many Cygnaran units can shoot while charging. The Bayonet Charge, Lightning Strike, and Frontal Assault charges all allow units to blast foes apart before hacking into the survivors.

Spells and abilities that increase shooting accuracy are also common among Cygnaran models/units. Black Penny, Crack Shot, Deadeye, Guided Fire, Illumination, Mark Target, and True Shot all make it easier to hit a given target through increased accuracy or the removal of certain bonuses from the target's defense. Deadeye and Guided Fire are particularly noteworthy; not only do they increase the hit percentage, but they also vastly increase the chance of scoring a critical hit.

The additional hitting power of Cygnar's ranged attacks comes from abilities like Armor Piercing, Blaze, Chain Fire, Detonator, and Overkill as well as wide access to units able to perform combined ranged attacks. A good balance of fire volume and efficacy can allow an army to deal with a wide variety of threats. Using units such as Long Gunners and Trenchers that can provide both options is a good way to strike that balance.

Last but not least, Cygnarans can modify the range of their shots with a variety of spells and abilities. Snipe is perhaps the most infamous ranged modifier, known for allowing entire units to outrange their enemies with ease, but Long Shot, Magic Bullet, and Ricochet are also excellent abilities for shooting targets beyond the normal range.

'JACK ATTACK

Cygnaran warjacks strike a balance between speed and survivability. They lack the speed of Cryx's 'jacks or the armor of Khador's, but walking the line between those extremes frequently allows them to strike first and to survive first contact with the enemy. They also have better MAT and RAT values thanks to the Kingdom of Cygnar's superior cortex technology.

The light warjack range includes a broad variety of ranged attack options as well as several arc nodes. When selecting light warjacks, look closely at its ideal target. Sentinels excel against lightly armored warriors, whereas Hunters are better at blasting medium- or large-base models. To a great extent, the correct choice of light warjack depends on the other elements of the army. Complement heavy hitters with Grenadier AOES to clear out massed formations, or complement massed infantry with the Hunter's Armor Piercing rounds. Because of their arc nodes, Lancers and the Thorn can be real assets to a magic-oriented warcaster, and the Shock Shields these warjacks possess enable them to hamstring the enemy's offense.

Cygnar's heavy warjacks are predominantly high P+S machines capable of delivering melee beatings, but many also have high-POW ranged attacks. Defender, Stormclad, and Thunderhead are all versatile 'jacks with respectable melee and ranged capabilities. Ironclad, Centurion, Hammersmith, and Old Rowdy lack those ranged elements but make up for them with even greater melee strength. These warjacks also offer options for defense or control with abilities like Tremor, Polarity Field, and Beat Back.

Which warjacks best suit a given warcaster depends on the warcaster's own focus needs and areas of expertise. Warcasters like Lieutenant Caine can spare little focus for warjacks on many turns, yet Darius or Kraye must supply warjacks with focus to access their full potential. Darius and Kraye also have distinct areas of expertise, with Darius inclined to use more melee-oriented warjacks and Kraye preferring to deploy several warjacks with ranged options.

WARRIOR ROLES

Cygnar's warrior models/units do not always stand out as exceptional on their own merits, but they do benefit greatly from the support granted by their warcaster or other models within the army. Add a Journeyman Warcaster's Arcane Shield spell, Major Haley's Deceleration, and Rhupert Carvolo's Dirge of Mists, and any Cygnaran unit can defy all but the most focused and powerful assault.

The melee infantry units in Cygnar's arsenal are similar in many ways, but key differences between them define their ideal role in a list—or even *against* it. Sword Knights are far stronger in the presence of a warjack and a high-CMD Commander, for example, and Precursor Knights excel in battles against the undead. Look for the differences between the units to know which is right for a given list or against a given opponent.

The selection of ranged units is equally diverse. Long Gunners benefit from the power of Dual Shot and the versatility of CRA, but they offer little in the way of extras. Arcane Tempest Gun Mages, on the other hand, boast many special abilities but are far less potent in dealing raw damage. A good balance of utility and power increases the chances of victory.

The support elements of the Cygnaran army interlock well to aid the models/units doing the heavy lifting on the battlefield. Some, like Finn and Laddermore, lead from the front in order to grant bonuses to select units in their vicinity. Others, like Mechaniks or the Squire, provide valuable assistance to the warcaster and his battle group. When using models/units with a strong support element, always consider which other selections will mesh with that element most effectively.

KNOW YOUR ROLE

Preparation goes only so far. In the heat of battle, shift resources to deal with the threats they are best suited to handle.

A PIRATE'S LIFE

For warcasters with few to no faction-specific spells and abilities, mercenaries can do more than add spice to a list. They can help define it.

HIRED HELP

Cygnar can hire a vast array of mercenary models, and many of these models have become staples of the Cygnaran war effort. The key to mercenary selection (or omission) is often warcaster selection. Comparing Lord Commander Stryker to Major Haley provides an excellent example. Epic Stryker's feat helps only Cygnaran units, and his support spells cannot target allied mercenaries. Epic Haley, on the other hand, has a feat that affects enemy models and just one Cygnar-specific spell. Warcasters like Epic Haley can afford to take a good quantity of mercenary models because they will benefit from them more than a faction-centric 'caster would.

Rhupert, Anastasia di Bray, and Reinholdt are some of the more popular support-oriented mercenary choices for Cygnar. These models do not annihilate enemy formations, but the advantages they grant to others go a long way towards victory. Mercenaries like Eiryss, Aiyana & Holt, and Ogrun Bokurs offer some support elements, and also a good deal of offensive punch in direct combat.

Another option in hiring mercenaries for Cygnar is to pick up units that cost fewer points than Cygnar's own. The Horgenhold Forge Guard, Press Gangers, or Alexia's Risen are all units that cost less than Cygnaran combat units. Although soldier quality is important, quantity has value on the battlefield as well. The Risen and a unit of Battle Mechaniks can buy Stormguard time to get into position for an effective charge against the enemy while the opponent is forced to deal with the Risen and destroy the Mechaniks *twice*.

A concept that has become far more practical in recent years is that of the "-ish" army. A Cygnarish army features a Cygnaran warcaster, a few key models/units, and a crowd of mercenaries. Such an army can rely on Steelhead Halberdiers, Steelhead Heavy Cavalry, and Stannis Brocker or turn to a fleet of pirate models. It's not for everyone, but with the right warcaster an army like this can prove quite capable. Building an "-ish" army also offers a starting point to mercenary players looking to test the Cygnaran waters.

WARCASTERS

Every warcaster relies on certain signature spells and abilities in addition to the general principles common to Cygnar army lists. Here are a few of them.

STRYKER

COMMANDER COLEMAN STRYKER

Stryker epitomizes the defensive capabilities of the Cygnaran army with his own Arcane Shield, a Journeyman's Arcane Shield, and his Invincibility feat. Opponents find it extremely difficult to grind through an armor of Stormlances, tough solos, and warjacks, making such selections ideal for a Stryker army. Despite lower armor and lack of wounds, a good shooting model/unit is also a natural fit for the potent Snipe spell.

Stryker's most singular element is his Earthquake spell, a massive defense debuff that also limits opposing offense on the following turn. Though often viewed as an assassination tool, Earthquake also serves Stryker's army quite well even when the enemy warcaster is not exposed. Knocking down swaths of enemy models and tearing them apart, or preventing their charge, is a real advantage in a war of attrition.

LORD COMMANDER COLEMAN STRYKER

Epic Stryker maintains some of his protective capabilities in the form of Deflection. It's no Invincibility, but the +2 ARM it provides protects against ranged and magic attacks, which means tough models are still a good fit. Storm technology becomes more of a focus than ranged attacks, however, when Stryker brings the aggressive Rolling Thunder feat and synergistic Positive Charge to the table.

Although it may seem counterintuitive at first, another great selection for a Lord Commander Stryker list is a small unit of Trenchers. Their Smoke Bomb protection can allow his wall of Storm Knights to strike first and gain the upper hand against the enemy.

HALEY

CAPTAIN VICTORIA HALEY

Haley is one of the most feared warcasters in the Cygnaran arsenal. Her Temporal Barrier is an awe-inspiring spell, a control area–wide DEF debuff more potent than The Withering that also minimizes enemy melee offense and maneuverability. Because of the Temporal Barrier spell, Haley excels alongside models with good threat ranges—not merely models with high weapon RNG stats, but also models with high SPD or reach.

Haley offers a good sampling of Cygnar's strengths: a defensive buff, storm-based magic to hinder enemies or destroy them outright, and a hail of bullets in the form of Deadeye and Blitz. Don't hesitate to lean on Haley's spells and abilities beyond Temporal Barrier. A dead enemy is even less of a threat than a slow one.

MAJOR VICTORIA HALEY

No one ability defines Epic Haley's gameplay. She wields a whole toolbox of abilities for dealing with any threat that appears on the table. She can protect her troops from ranged attacks, increase ranged accuracy, manipulate battlefield positioning, take control of enemy arc nodes or whole warjacks, and even steal the very spells enemy warcasters use against her army.

The well-rounded nature of Epic Haley as a warcaster creates a broad range of options in army building. A balanced approach is always effective and results in an army as versatile as the warcaster herself.

CAINE

LIEUTENANT ALLISTER CAINE

Few warcasters are so defined by their weapons as Caine. The Spellstorm Pistol's range and power are not uncommon among warcasters, but the *pair* of pistols, each with ROF2, makes Caine stand apart. While warcasters like Kreoss need to spend two focus for each POW12, every turn Caine has access to four POW12 for the same amount. His Maelstrom feat takes that advantage to a new level of destruction, and his Flash spell allows him to avoid counterattacks deftly.

Additional ranged attack models are a good fit with Caine's spell list, but he also benefits from fielding some models with strong melee punch. An opponent's front line of safe-passaged warjacks or a turn of Howling Wind can still impede an army built that way but won't be able to shut it down entirely.

CAPTAIN ALLISTER CAINE

Epic Caine takes the gunslinging power of Caine to a whole new level. Boasting weapons with an infinite rate of fire (and a practical rate of fire still the highest in the game), as well as a spell to reduce or negate enemy models' protections against ranged attacks, Epic Caine is quite effective at shooting things in the head. His Overkill feat does not provide free attacks like Maelstrom, but it allows his attacks to stack up rapidly in power.

One weakness of Epic Caine's is that he does not provide as much support to his army as most Cygnaran warcasters. His armies should include self-sufficient models/units, as well as those that can provide buffs for one another rather than relying on a warcaster.

NEMO

COMMANDER ADEPT SEBASTIAN NEMO

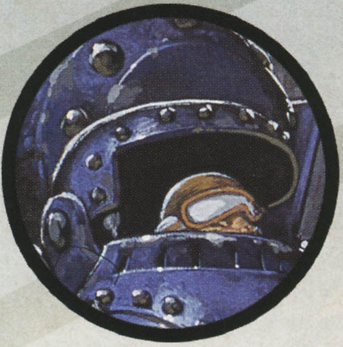
Nemo's standout characteristic is his Arcane Accumulator. With an army including a few models/units that cast spells and the Reserve Accumulator of the Squire, Nemo can use 11 focus points on critical turns. That focus translates to increasing his control area, limiting the offense of enemies with ranged attacks, and blasting through foes with lightning strikes and balls of energy.

A Nemo army should definitely feature a few warjacks to take advantage of the maneuverability of his Accelerate spell and the damage output of a supercharged warjack. Even 11 focus goes only so far, however, so efficient warrior models complement a Nemo army nicely. Units like Long Gunners and Sword Knights are a good fit for Nemo because they can dish out numerous small attacks while the warjacks handle the rest.

GENERAL ADEPT SEBASTIAN NEMO

Epic Nemo personifies the Cygnaran army's strength in storm technology. His stormsmiths strike more frequently and with greater power as he utilizes storm-based spells to protect his army or strike down foes.

Whereas Nemo utilizes focus to increase the power of a single warjack, Epic Nemo grants greater maneuverability and focus efficiency to his entire battle group. This is most clear when he calls for High Voltage, but Focus Matrix also allows him to redistribute focus that could otherwise be wasted. A supporting cast of stormsmiths and other warriors is still key to success, but Epic Nemo excels at making the most of a large battle group.



CAPTAIN E. DOMINIC DARIUS

The quintessential warjack 'caster, Darius boasts unparalleled mastery in getting top performance from his warjacks while keeping them fighting fit. The Full Throttle spell not only grants movement bonuses for his entire battle group but also allows free charges and free boosted rolls all around. In the right situation, this three-focus spell can duplicate the effects of three or four times that much focus spent on charges and boosts.

A common mistake when playing Darius is to neglect supporting models when assembling his army. Though warjacks are the focus of a Darius list, his warrior models can deal with threats that would stymie warjacks because these models focus on damage output rather than quantity of attacks.

MAJOR MARKUS "SIEGE" BRISBANE

Siege is an extremely versatile warcaster with unique means of protecting and enhancing his forces. His ability to control the battlefield allows him to tamper with the laws of LOS, and he can blunt enemy AOE attacks while simultaneously multiplying AOE attacks of his own.

Breach is an effective feat against a wide variety of enemy army types because the double damage brings serious pain to heavy targets, and even blast damage shreds most infantry with ease. This allows Siege to support a wide variety of models in his list. In fact, his spells and feats benefit mercenary models just as much as they benefit Cygnaran models. A Steelhead- or Talion-oriented Siege list can provide a nice change of pace without forfeiting any of the warcaster's strengths.

CAPTAIN JEREMIAH KRAYE

Much like Darius, Kraye does not support his troops as much as he does the warjacks in his battle group. His Guided Fire spell and Horsepower feat generate bonus boosts for his warjacks, and the Iron Horse rule gives additional maneuverability to light 'jacks and attacks to heavy 'jacks.

Also as with Darius, though, focus eventually runs dry even when used efficiently. Complement Kraye's steel horses with warriors of flesh and bone. They do not tax limited focus supplies, and they can take advantage of Easy Rider and Mage Sight when Kraye needs those spells for his battle group.

1,000-POINT THOUGHTS

WARMACHINE offers a rich gameplay experience with a single warcaster and his army, but multiple-warcaster formats add new dimensions to explore. Players generally evaluate warcasters for such formats by assessing either their strength-enhancing or weakness-reducing abilities. When these two approaches come together, an army becomes very difficult to defeat.

The pairing of Stryker and Epic Haley is a good example of stacking strengths. The Arcane Shield spells from Stryker and Journeyman Warcasters combine with Epic Haley's Deceleration to grant an amazing +2 DEF/+5 ARM against ranged attacks (or +5 DEF/+2 ARM with Blur instead of Arcane Shield). On the turn the Invincibility feat is played, even low-ARM warriors can be virtually immune to damage from ranged attacks.

A Caine and Darius army offers a good example of warcasters that cover each other's weaknesses. Caine offers solid support for his troops and is able to destroy low- to mid-armor targets easily, but he is weaker facing heavy targets. Darius, on the other hand, brings serious warjack beatdown for obliterating those heavy targets.

The two approaches will apply to some extent most of the time, but often the extreme cases make for the most impressive armies. A team of Haley and Kraye demonstrates the force of enhanced strength *with* covered weaknesses. Haley possesses numerous spells and abilities to bolster the strength of her army, and she can support numerous warrior models. Kraye, on the other hand, maximizes the power of his battle group. Using Temporal Barrier, Blitz, and Guided Fire in a single turn can allow a Cygnaran army to rip through enemy lines without mercy.

Though it can be detrimental to pigeonhole warcasters into particular roles, a 1,000-point list leaves only so many points for battle group selections. In general, warcasters who work well as leaders of multiple-warjack battle groups are Darius, Kraye, and Epic Nemo. Warcasters who work well with an arc node and up to one additional warjack are Stryker, Haley, Epic Haley, and Nemo. Warcasters capable of working with a minimal battle group or even no warjacks at all are Epic Stryker, Caine, Epic Caine, and Siege. Remember, your goal is a strong, balanced list. Choose warcasters from different categories to keep points available for support and combat warrior models and to avoid leaving holes in your army's offense.

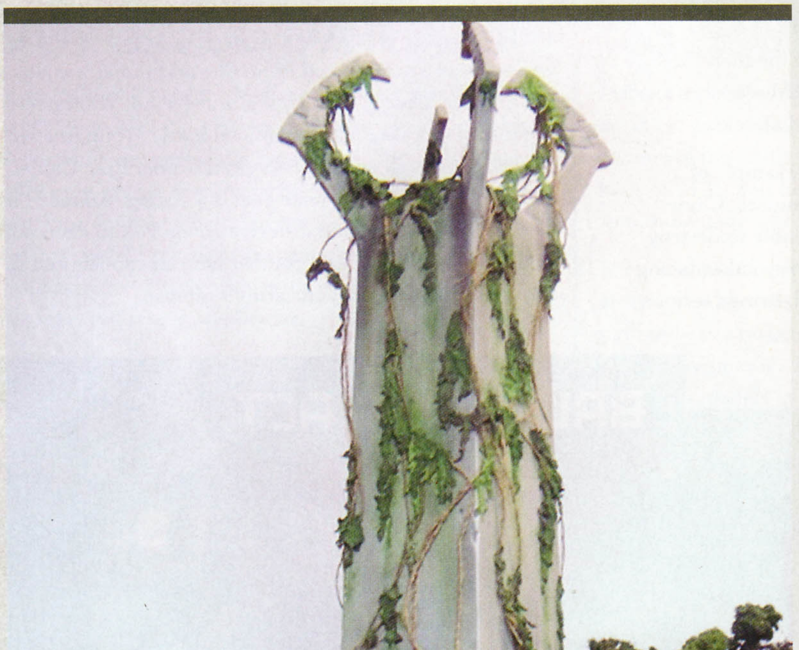
BALANCING ACT

The right warcaster choices make it easier to choose the rest of your army and to find the right balance in how you spend your points.

Making an ORGOTH TOWER

When I first saw the artwork for the Orgoth Tower in No Quarter, I knew I wanted to build it some day. It was very impressive and awe inspiring, which combined to create a cool terrain piece. My roadblock, however, was creating the molds I would need to accomplish the piece. When my nephew, Ian, became fairly proficient at mold making, he taught me how to create molds. Because the terrain pieces I create are for personal use, I sometimes use materials that are easy to manage but can often be brittle. The Orgoth Tower presented here falls into that category and is not intended for rigorous use, say at a game store, but is meant to be used as more of a showcase piece or central landmark for your battles at home.

by **John Salmond**



What You'll Need:

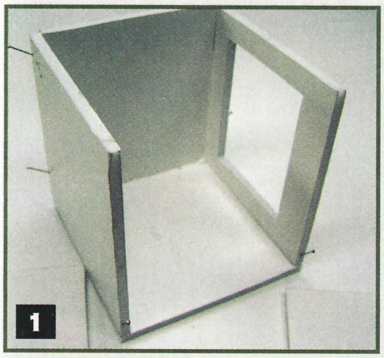
1/4" Foamcore Sheet
Sculpting Clay
Sheet Styrene
Stick Pins
Burlap
Toilet Paper
Tin Foil
Glues, Tape & Adhesives
2-Part Liquid Silicone Rubber
Connecting Blocks
Painter's Tape
Plaster of Paris (or resin)
Wall Joint Compound
Jet Dry®
White Glue

Tools

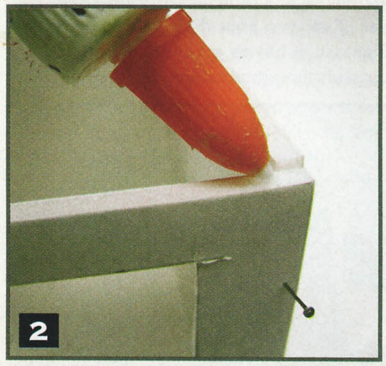
220 Grit Sand Paper
Compass
Cutting Board
Formula P3 Paint Brushes
Formula P3 Hobby Knife
Formula P3 Sculpting Tools
Metal Ruler
Pencil
Spray Bottle
Trowel

Formula P3 Paint

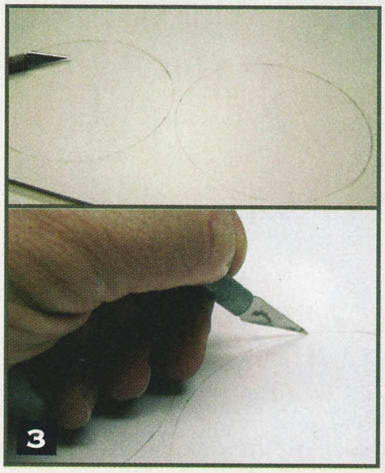
Bastion Grey
Battlefield Brown
Greatcoat Grey
Ordic Olive
Traitor Green
Trollblood Highlight



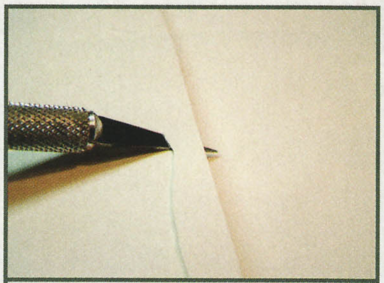
Step 1.) The main structure of the building is constructed of 1/4″ foamcore board. The dimensions of the base are 4″ square by 4-1/2″ high. The opening for the door is 2-1/2″ wide and 3″ tall. Make sure you have a solid cutting surface, metal ruler, pencil and a Formula P3 hobby knife, before starting on the structure. Measure the walls, and use the ruler as a guide. Cut the foamcore with a Formula P3 hobby knife, using a cutting board under the sheet.

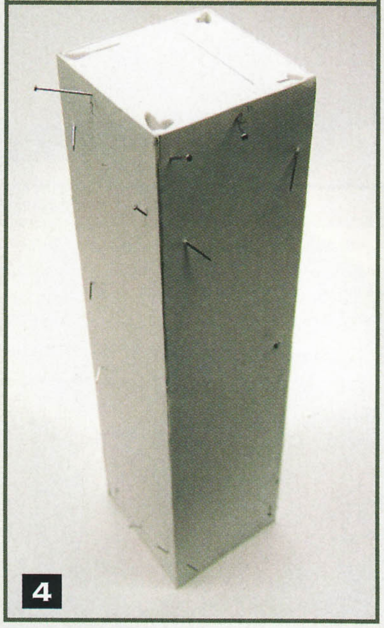


Step 2.) Use stickpins to hold everything together prior to applying the white glue. (If you plan on having your tower surface be the bare foamcore, do not use stickpins to hold the structure together while building, as there will be ugly little holes everywhere).

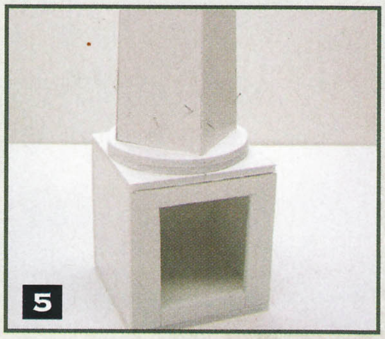


Step 3.) Create the two 4″ circle pieces using a compass—these circle pieces will rest on the top of the base structure. You'll want the circle section to be around 1/2″ thick, requiring two pieces of foamcore. Use white glue to attach the circles to the top of the base.

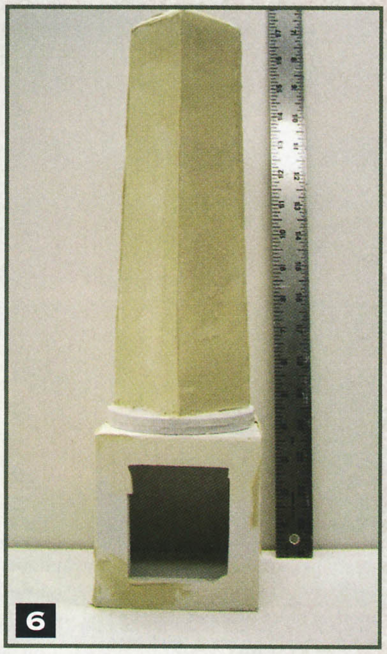




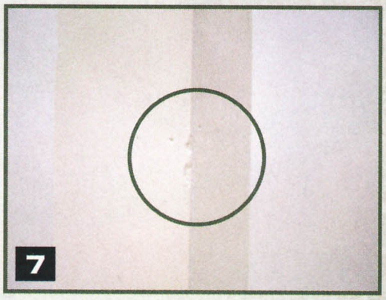
Step 4.) The main tower is tapered slightly. The base of each tower section is 2-1/2″, the top is 2″ square, and the height is 10″ long. Cut four identical pieces for each side. This portion is a little bit trickier to put together. After you have cut the pieces out, you will need to trim the inside edges on an angle, which allows all of the sides to fit together correctly. After trimming the inside, put the pieces together first (without any stickpins or glue) to ensure they fit together correctly. Make any necessary adjustments before gluing.



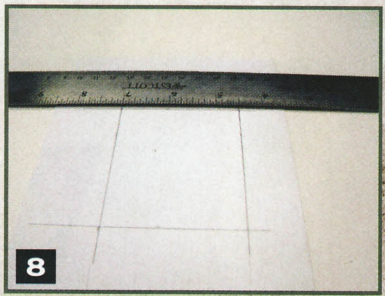
Step 5.) Before attaching the pieces together, take the top of the base and measure and mark half way on all four edges to provide guide marks. The corner of the tower section aligns with the halfway marks you made on the top of the base. The idea is to have both structures in opposite alignment. Each corner of the tower should be around 3/4″ each side of the base structure. Secure the two pieces together with white glue.



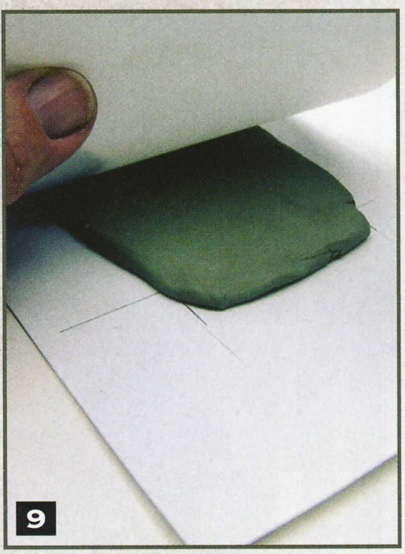
Step 6.) Using the same wall joint compound (WJC) you use on the walls in your home, apply a thin layer to the building. It works well with paint and you can also chip it away after it has been sanded to give it a weathered look. For this project, it was very important to make sure the layer was thin.



Step 7.) After the wall join compound is dry, smooth it using 220-grit sandpaper. Then, apply chips and cracks to the structure with a Formula P3 Hobby Knife.



Step 8.) The sculpting clay and carving tools used for the various features of the building can be picked up at an art supply store. There are several grades of clay, ranging from very soft and pliable to hard. Before starting on the main door, draw an outline for the dimensions of the door on a piece of sheet styrene. Make sure the lines exceed the square to use as guidelines later. As mentioned before, the door was 2-1/2″ wide by 3″ tall.



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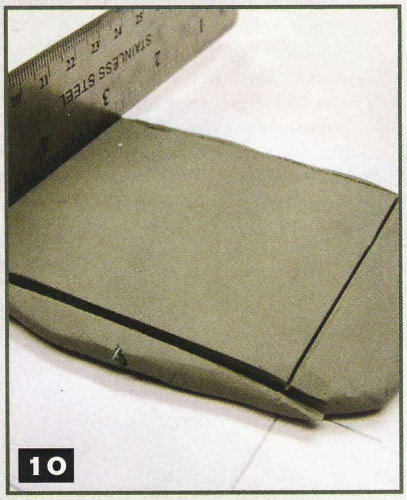
Step 9.) Work the clay by hand first and then apply it to the center of the outline. Take another piece of sheet styrene and flatten it out to obtain an even thickness.



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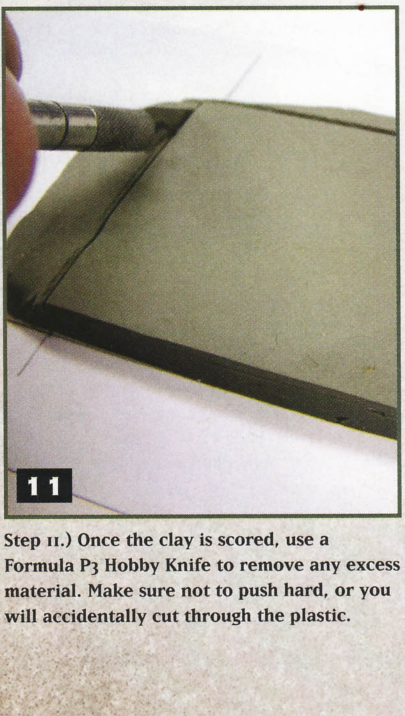
Step 10.) Use a metal ruler and the extended guidelines of the outline to score the clay.



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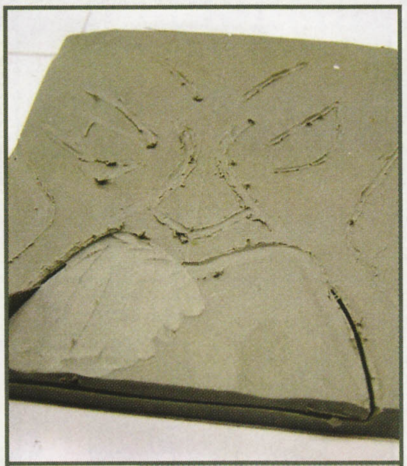
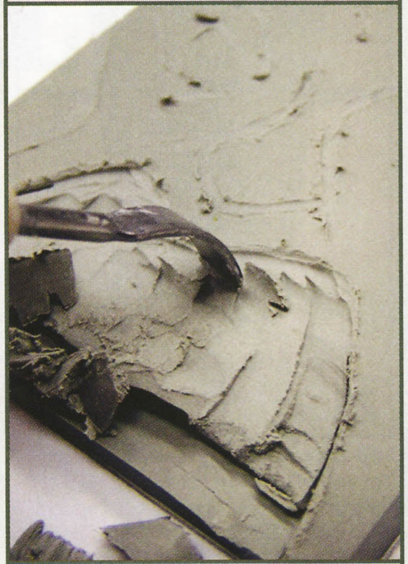
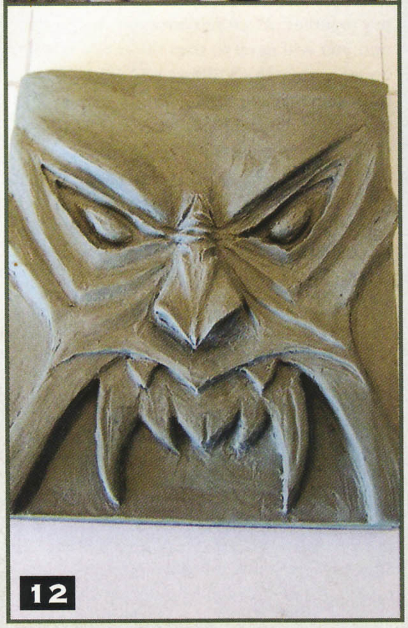
Step 11.) Once the clay is scored, use a Formula P3 Hobby Knife to remove any excess material. Make sure not to push hard, or you will accidentally cut through the plastic.







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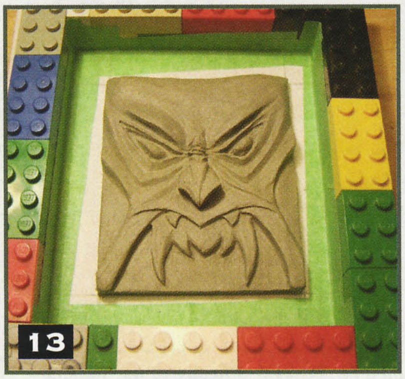
Step 12.) Use Formula P3 Sculpting Tools to make the carvings. My nephew, Ian, carved the two smaller faces to teach me how and I carved the rest. When you carve, do not forget that you can add clay back onto your sculpture. For example, when I carved the mouth, I first removed the entire area and then applied the teeth to the empty cavity.



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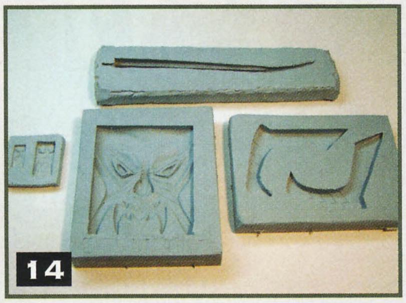
Step 13.) After shaping everything with the clay, create a square around the sculpture using connecting blocks. Once the blocks are in place, it is very important that you seal them with painters tape. The two-part silicone rubber mold material will seep through the small seams in the blocks and sealing the blocks with tape prevents this. Mix the silicone following the instructions. When applying the silicone to the sculpture, drizzle it on in a thin, almost transparent layer. If you just pour the mixture in, you run a high risk of having air bubbles attach to your sculpture, thus ruining your mold.



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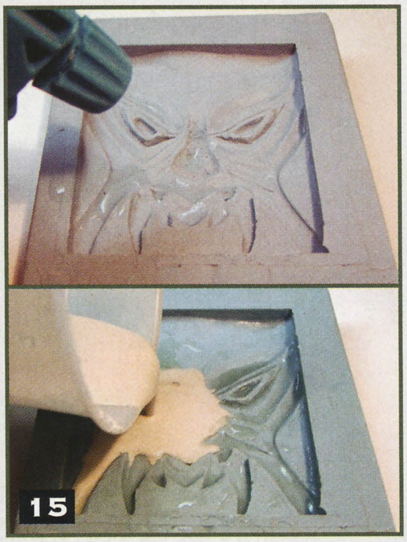
Step 14.) Now that you have some molds to work with, it is time to pour them for the tower.



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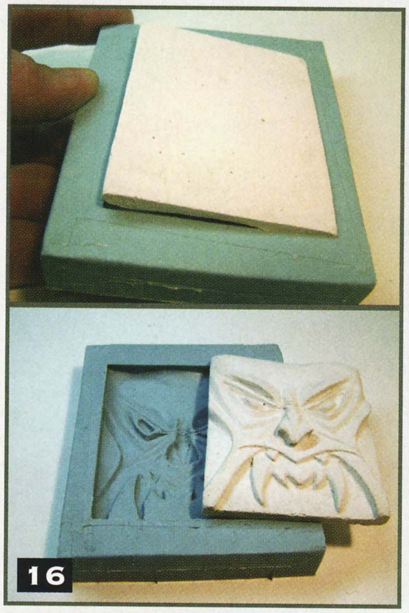
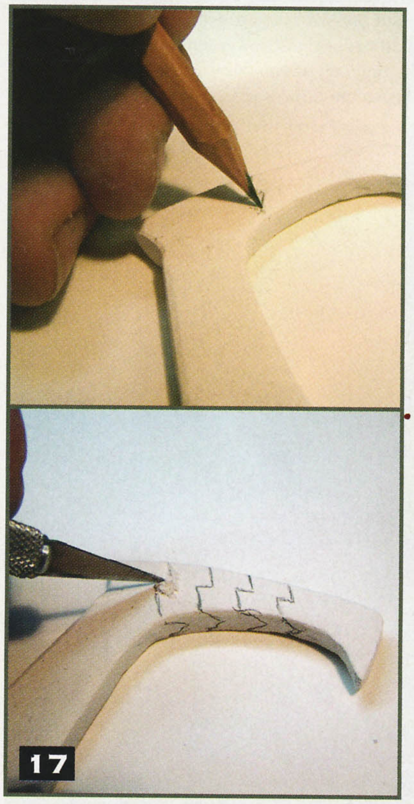
Step 15.) For this next step, mix up some Plaster of Paris (although you can use resin). Before pouring the plaster, mix some water and Jet Dry® in a spray bottle and mist the mold with it—this helps prevent air bubbles occurring. Gentle tapping of the mold also helps remove excess air bubbles.



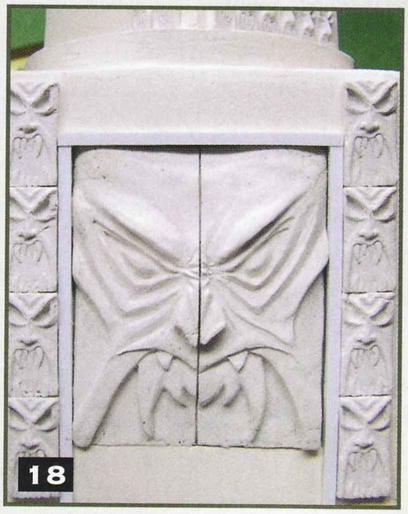
16

Step 16.) Some of the molds I created are called 'blanks'. These allow you to carve into the piece of plaster after it has been cast. Let the plaster dry for at least a half hour before removing from the mold. Try to pop one side out first and then slowly work out the rest—this prevents any fine details from getting ruined.



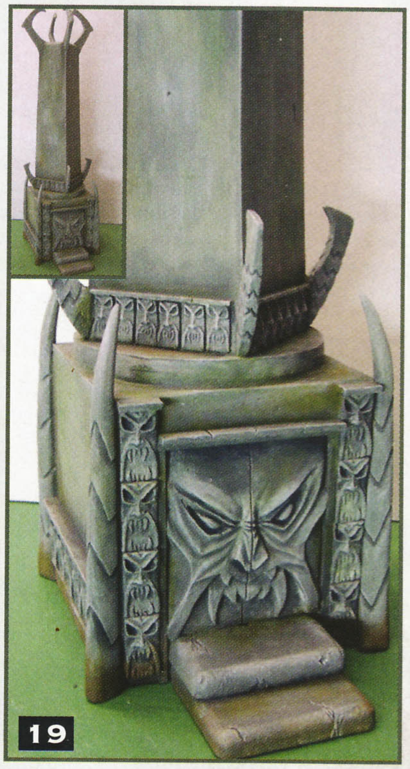
17

Step 17.) If you have any blank casts, you can choose to let them cure overnight or work on them right out of the mold. There is a difference on how the plaster reacts in both cases. You may want to practice to determine which method you prefer. On this piece, I let all my casts cure over night. I first drew a pattern on the blanks before carving them with a P3 Hobby Knife.



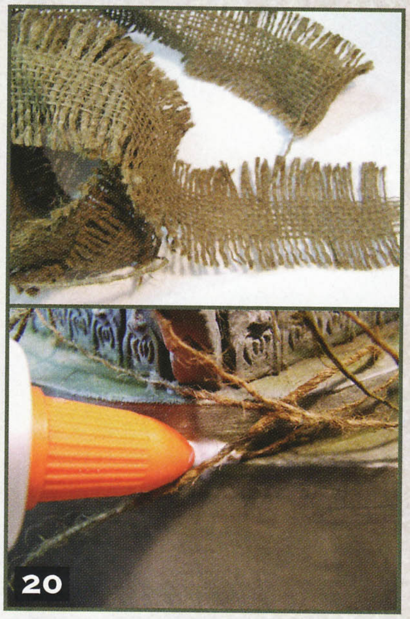
18

Step 18.) Use white glue to attach all of the pieces to the tower. For a cleaner look, apply wall join compound to fill out some of the joints. After the compound dries, smooth it out using 220 grit sandpaper.



19

Step 19.) Painting the tower is very straightforward. Use a slightly watered down Trollblood Highlight for the first layer. For every color after the first layer, streak vertically on the tower to give it a weathered look. Use Bastion Grey followed by a Greatcoat Grey for the weathered streaks. Then, thin some Battlefield Brown and Ordic Olive and very sparingly apply to the structure. Add Traitor Green in crevices where moisture could collect to give a feel of algae growth. Where the base of the structure meets the earth, I really applied the browns and some green. Buildings that sit on earth will get mud splashed on them from the rain. They also tend to have more growth at the base of the structure from everything living.



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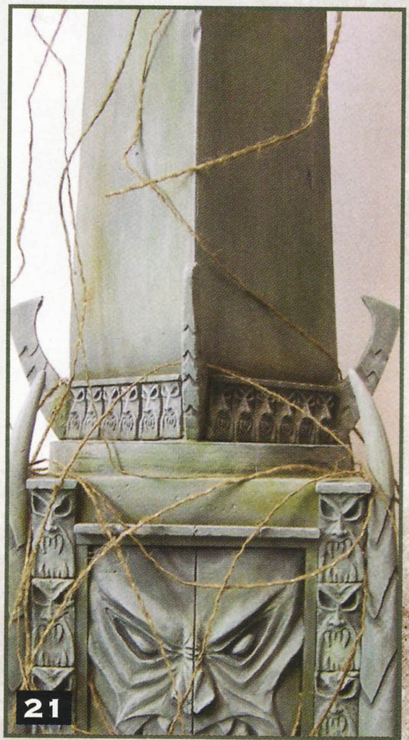
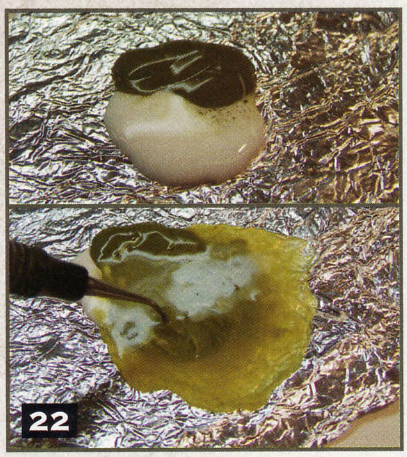
Step 20.) I purchased some burlap rolls from the local nursery. It usually comes in browns and greens and is great material to make vines because it has random fibers that come off of the main string. Create the vines using colored burlap strings that were pulled from larger strips. Attach the strings to the tower using white glue.



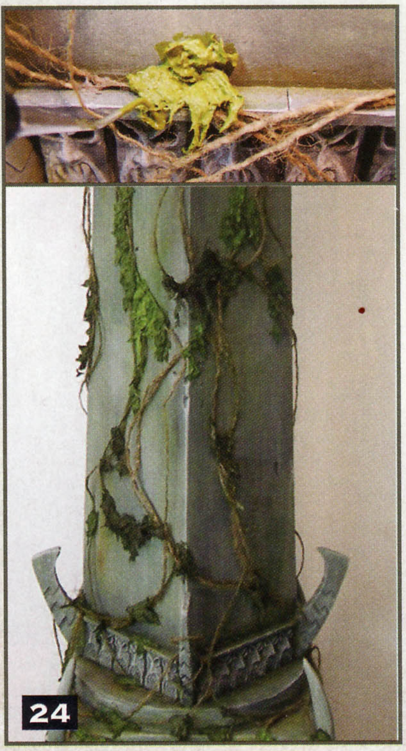
21

Step 21.) Attach one end of the string first and let it completely dry. If you do this first, you will have a much easier time doing the rest. After the ends are dry, weave them around each other and avoid making straight lines. Secure each vine several times to the tower, but make sure not to attach the entire string. From time to time you may find it beneficial to let sections dry to achieve a better flow. Apply all of the vines before moving on to the next step.

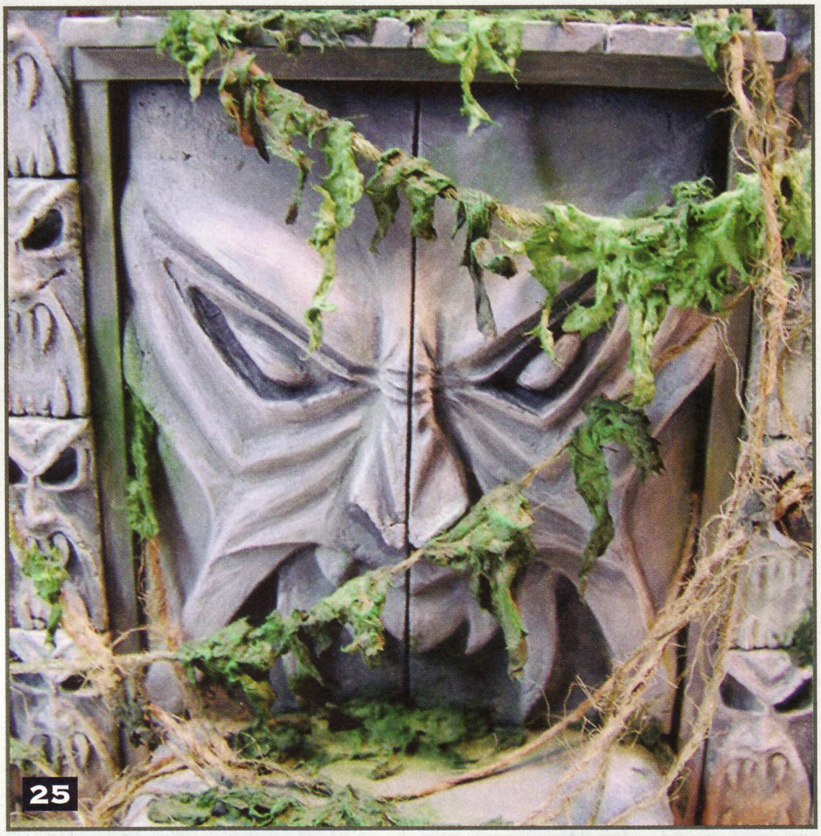


Step 22.) Create the "foliage goo" in some tin foil, creating a mixture using one part white glue, one part Traitor Green and Ordic Olive, and one part water. Mix it all together thoroughly.

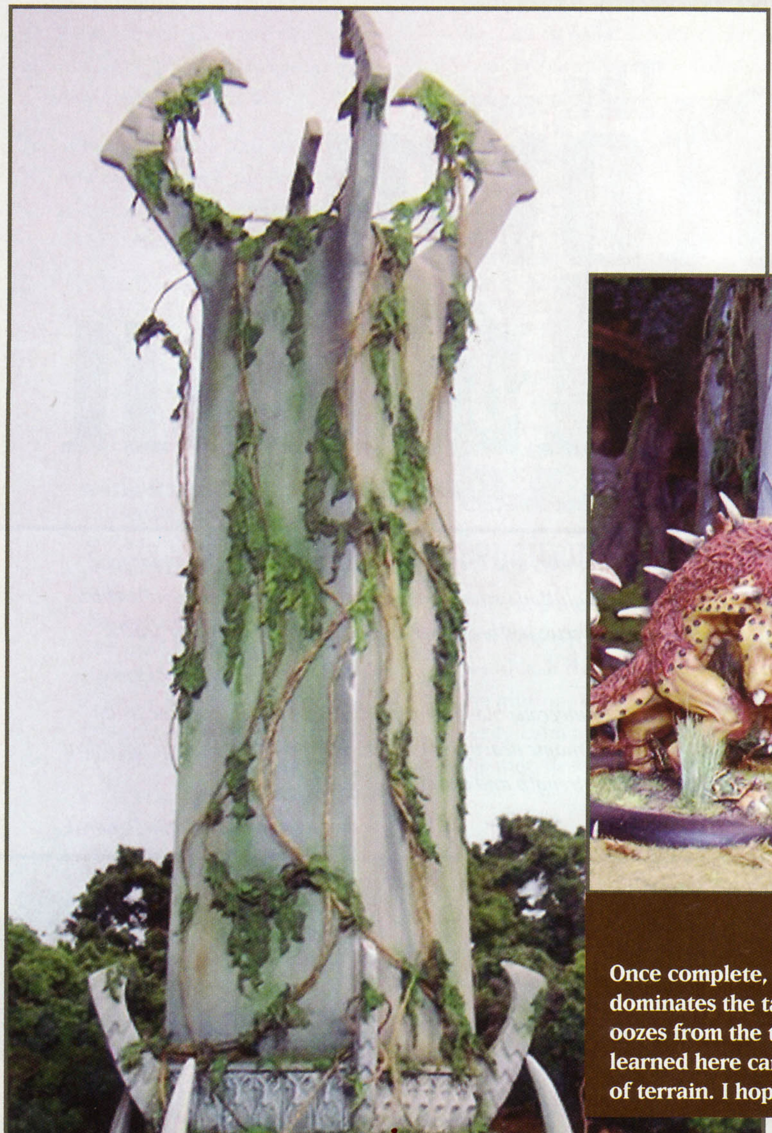
Step 23.) Drop a small amount of toilet paper into the 'foliage goo' mixture. It is better to have less than to have too much.



Step 24.) Use a sculpting tool to apply the 'foliage goo' to the building. In areas where the vines are hanging away from the structure, spread the soaked tissue out and drape it over the vine. Once the foliage is in place, pick at it and move it using a vertical motion to give it a natural feel.



Step 25.) I realized that I wanted to vary the sizes of the 'foliage goo' groupings and to have them tapered down on the building. Use several different shades of greens, placing them in the same area. If you want to create more depth, apply all of your darker greens first and layer them with lighter colors. You can also drybrush the foliage after it is completely dry.



CONCLUSION

Once complete, you'll have a great looking piece of terrain that dominates the tabletop. The mighty power of the Orgoth just oozes from the tainted stone. Hopefully the techniques that you've learned here can be used to create other, more advanced pieces of terrain. I hope you enjoyed this as much as I did constructing it.

The Pendrake Encounters lets you tag along with adventuring scholar extraordinaire Viktor Pendrake and his various pupils as they explore and investigate the lands and creatures of Immoren. To fully utilize these encounters, you will need copies of Monsternomicon, Vol. 1 *and* Monsternomicon, Vol II.

The Pendrake Encounters:

The Storm Glutton

By **Luke Johnson** · Art by **Chris Walton**

Storm gluttons are aptly named. They are born of lightning and thunder, and they are ravenous. They hunger not for food, flesh, or souls, but for magic. Through some mystic ability, storm gluttons sense powerful magic auras, are drawn to them, and are compelled to destroy the magic's source. The creatures seem to derive neither power nor satisfaction from their feasts; rather, they act as near-mindless automatons.

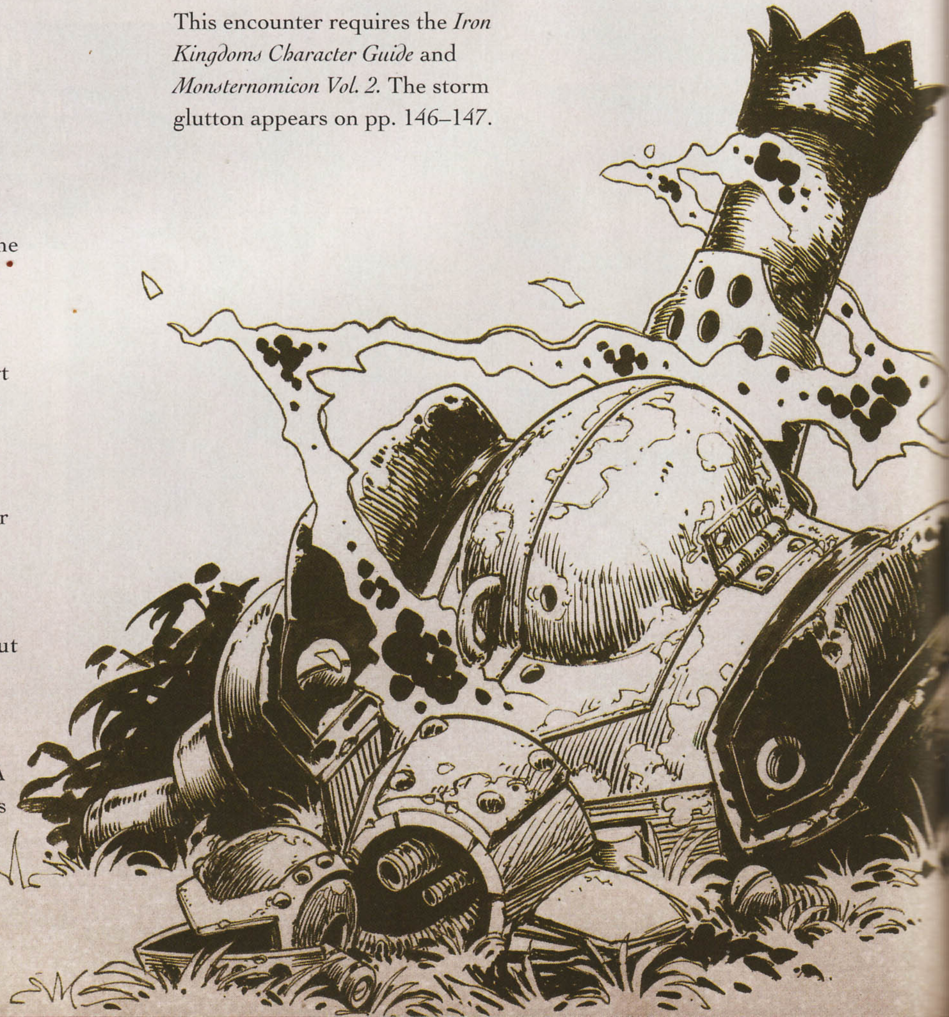
Storm gluttons are huge, with powerful armor and limbs capable of thunderous blows. However, it's not these mundane traits that set the storm glutton apart, it's the creature's ability to nullify all magic nearby. Adventurers, be warned: you will not defeat the creature through potent spell or enchanted blade, but only through strength and cunning.

—Viktor Pendrake

Storm gluttons are strange creatures born of the mystic energies that crackle across the Stormlands. Little is known of them, though scholars hypothesize some storm gluttons are decades or centuries old; some scholars believe their birth coincided with the collapse of the Bridge of Worlds. Whatever the case, storm gluttons are imposing, mighty foes, but adventurers can take some comfort in their single-mindedness. Clever adventurers can use this trait against them.

This encounter, designed for four PCs of 12th level, takes place in a ruin in the Stormlands. The exact location is unimportant. Sand-scoured ruins lie throughout the desolate region, so this encounter is a good choice for a group of PCs traveling through the Stormlands for any reason. A location far from skorne outposts makes the most sense.

This encounter requires the *Iron Kingdoms Character Guide* and *Monsternomicon Vol. 2*. The storm glutton appears on pp. 146–147.



Encounter Background

Storm gluttons wander the Stormlands. They are drawn to places of powerful magic and empowered by storms.

What brings the PCs to this area and into conflict with the storm glutton is up to you and your players. Some ideas include:

- The PCs are transporting a powerful magic item (perhaps an artifact or a piece of a dragon's athanc) or spellcaster (perhaps a prisoner) across the Stormlands. They inadvertently draw too close to a storm glutton, which attacks, sensitive to the magic energies.
- A mystic researcher hires the PCs to travel to the Stormlands exclusively for the purpose of combating a storm glutton. (A rogue skorne hermit or a human barbarian shaman are good choices for this individual.) The PCs' patron might want them to return with a piece of the storm glutton's body, gather a jarful of the energy empowering the storm glutton, or somehow capture or dominate the creature.
- The PCs must destroy a powerful magic item of evil, perhaps something captured from Cryxian forces. The characters seek a storm glutton for this purpose because they've learned of its magic disjunction ability. Of course, after they encounter the creature they must ensure the ability successfully ruins the item, and they must deal with the hungry beast.

The Ruin (EL 15)

This encounter takes place at a ruin located in the Stormlands; storm gluttons frequent these places, perhaps drawn by the stones' lingering enchantments.

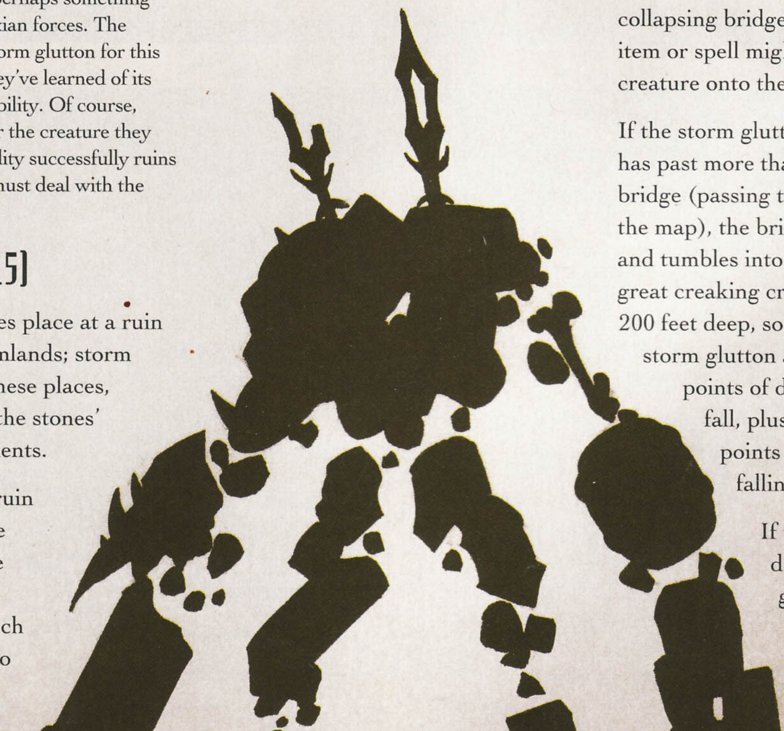
The PCs sight the ruin from a mile or more away. Its pillars are dozens of feet high, and there is not much in the Stormlands to block line of sight. The PCs see the jagged pillars clawing up from the wastes. They also see the sunlight glint off something large and shiny. (Experienced Stormlands travelers recognize the flash of a glass plain.) When they get close enough to make out more detail, read or paraphrase the following.

Read Aloud:

Great pillars—some over thirty feet high—thrust from the sand at odd angles. Other pillars lie toppled, scoured by sand and bleached by the sun. Tumbled walls demarcate long-dead rooms and squares. An expanse near the center catches the sunlight in a blinding reflection; the ground there is smooth glass. Most impressive of all, a wide chasm splits the ruin, its depth lost in shadow. An ancient stone bridge, seemingly impossibly thin, arches halfway across the crevasse before coming to a jagged end in mid-air.

Conditions

The encounter can take place day or night. A violent lightning storm could lash the ruin as the PCs battle the glutton, or the weather could be eerily calm and silent. A few areas of the map deserve special mention.



The Glass Plain

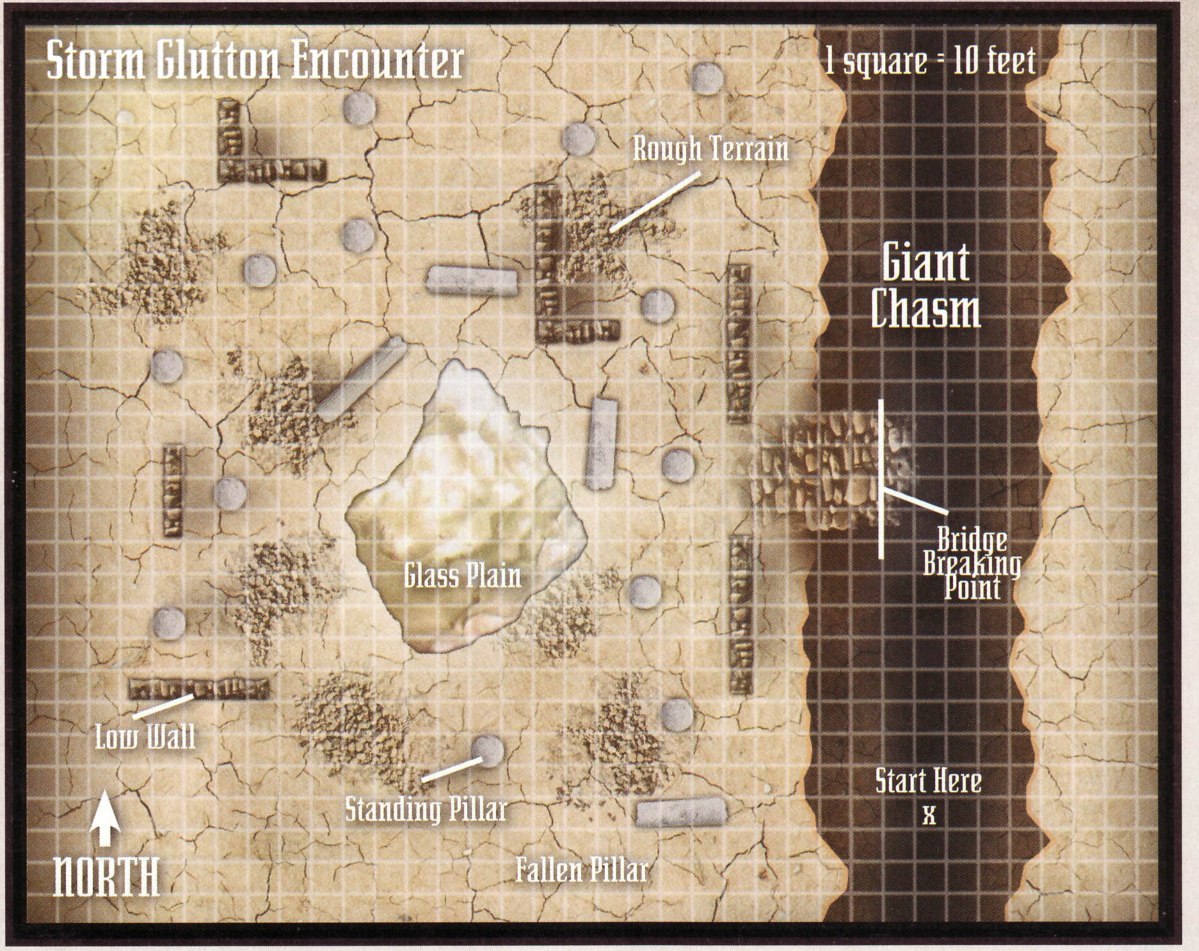
A large area near the ruin's center is glass—sand fused by repeated lightning strikes. The surface is uneven and scattered with sand, so it does not impede movement. The storm glutton takes 3d10 points of damage per round if it stands on the glass surface (see *Monsternomicon, Vol. 2*), however, so it is unlikely to do so. Thus, the glass offers the PCs a refuge.

The Bridge

Perhaps the most elegant way to defeat the storm glutton is to lure it onto the collapsed bridge. The storm glutton does not know enough to avoid the bridge, though the creature advances onto it only if doing so brings it a tactical advantage. The creature might follow a PC onto the bridge if that PC is dealing a lot of damage to the storm glutton, possesses strong magic, or otherwise attracts its interest. (Of course, such a PC must also deal with the collapsing bridge.) A powerful magic item or spell might also lure the creature onto the bridge.

If the storm glutton's entire space has past more than 20 feet onto the bridge (passing the line drawn on the map), the bridge tips forward and tumbles into the chasm with a great creaking crash. The cleft is 200 feet deep, so creatures (PCs and storm glutton alike) take 20d6 points of damage from the fall, plus an additional 1d6 points of damage from falling rubble.

If the fall does not destroy the storm glutton, it attempts to scale the wall (Climb +14, Speed 30 feet). If any living PCs have joined it at the bottom of the ravine, it attacks them.



Creatures

Remember, characters can use Monster Lore to realize some important points about the storm glutton. Note that characters who know obscure storm glutton lore know of its aversion to glass.

Storm Glutton: hp 146. See the *Monsternomicon, Vol. 2* (pp. 146–147) for the storm glutton's statistics.

Tactics: While not mindless, the storm glutton is only as intelligent as an animal—a smart animal—but it knows how to use its natural abilities to its advantage. It charges its enemies as soon as it detects them, closing the range in order to use its slam attacks and bring its enemies into its *null field*. It uses its *dispelling* ability (quickened) on opponents obviously under magic effects (first targeting flying PCs). It continues these tactics—slamming, charging, and dispelling—until its enemies fall or flee.

The storm glutton knows glass is dangerous and so ventures onto the glass plain only with good reason. A powerful archer standing on the glass and blasting the storm glutton with arrows draws its ire, as does a particularly delectable piece of magic (an item or spell). The creature is less reluctant to move onto the bridge, because it does not realize the danger there.

The storm glutton is single-minded. It has no particular interest in killing or combat; it focuses on magic. If the PCs flee, the storm glutton pursues them only if they carry powerful magic. (Use your judgment to determine what qualifies as "powerful magic"; typical gear carried by 12th-level adventurers does not count, but an artifact definitely does.)

Treasure: The storm glutton carries no treasure and is, in fact, incapable of carrying most items that 12th-level PCs might find of interest. Thus, any treasure from this encounter is up to you. The creature could have been drawn to this ruin because it sensed a magic aura; a bit of searching (Search DC 25) might allow the PCs to brush the sand off an ancient vault, inside of which is a +2 *spell storing longspear* or similar item.

Other Features

Other features of the ruin include low walls, pillars, and patches of rubble. The pillars are 30 feet high and slanted at many different angles. They are 10 feet wide and block line of sight, though the storm glutton is large enough it is unlikely to be able to hide behind such obstacles.

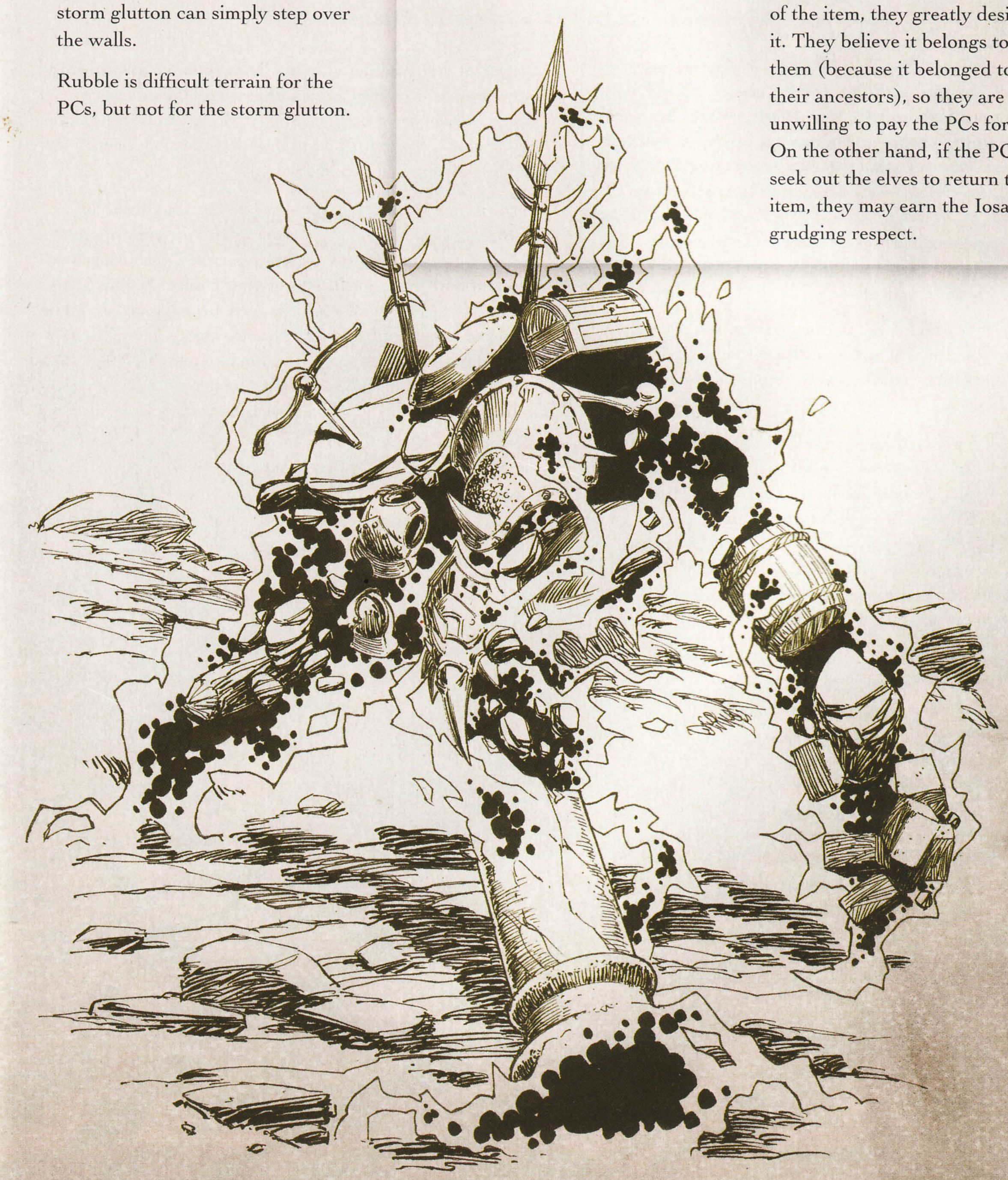
Low walls provide cover for melee attacks only; a Jump check (DC 15) allows a character to clear a wall as part of normal movement, otherwise he must spend 10 feet of movement clambering over it. The storm glutton can simply step over the walls.

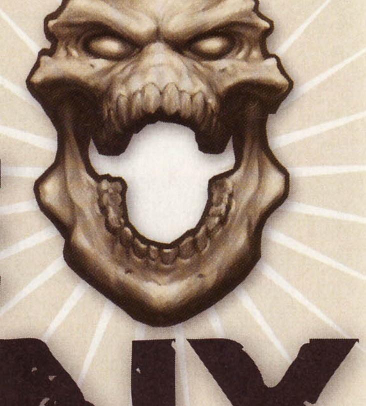
Rubble is difficult terrain for the PCs, but not for the storm glutton.

Further Adventures

The events in this encounter can lead to other encounters or more detailed adventures. Some possibilities are given below.

- The encounter with the storm glutton drained some of the PCs' magic items of power. Rumors tell of a mystic spring able to restore the enchantment to such items. The spring lies in a cave system several weeks away and is said to be warded by all manner of arcane guardians and traps.
- A storm glutton's body is created from material that is nearby when it comes into being. After the PCs defeat the storm glutton, they discover one of its legs was a column of Rhulic origin. (The PCs might even notice this detail while battling the creature.) How did the column become part of a creature here in the Stormlands?
- Searching the ruin in the battle's aftermath, the PCs discover a relic from the ancient Iosan Empire. If the elves learn of the item, they greatly desire it. They believe it belongs to them (because it belonged to their ancestors), so they are unwilling to pay the PCs for it. On the other hand, if the PCs seek out the elves to return the item, they may earn the Iosans' grudging respect.





STRANGE COMPANY

UTILIZING HORDES: METAMORPHOSIS LESSER MINION WARLOCKS

by **Simon Berman** · Art by **Emrah Elmasli**

Some of the most exciting new options in HORDES: Metamorphosis *are the new Minion Warlocks. Each of these Lesser Warlocks and his unique warbeast brings a variety of abilities and spells that complement any HORDES force. The tactics below are by no means all encompassing but are intended to provide a sense of how these solos and their warbeasts can form a part of an effective faction horde.*

RORSH AND BRINE

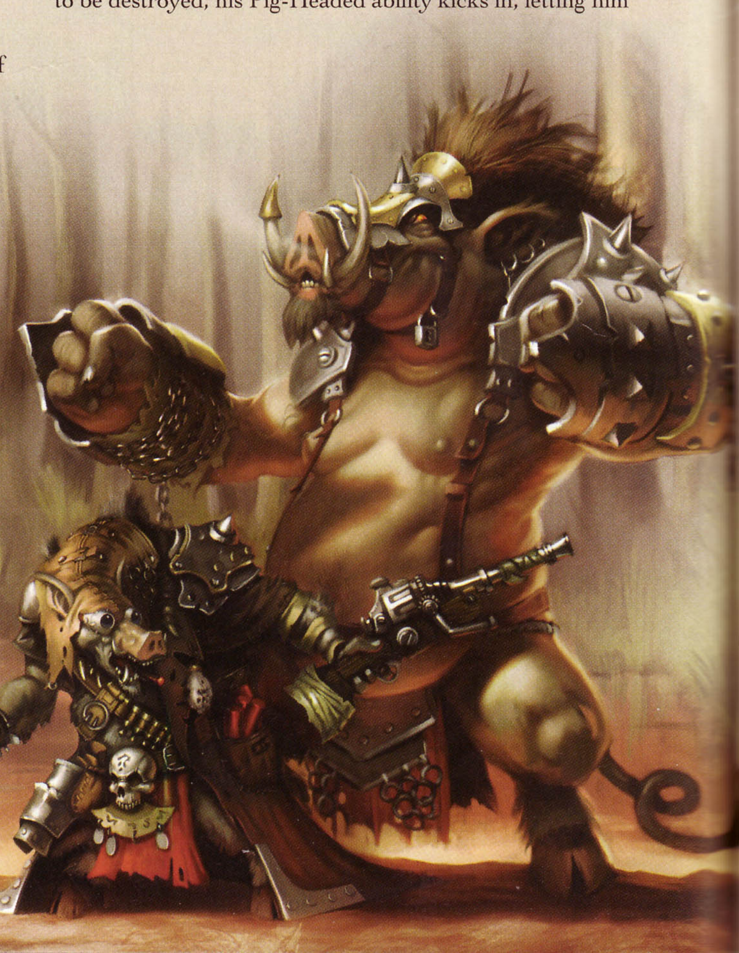
The Farrow 'lock and his big pig bring some interesting tricks to the table for any faction utilizing them. Specializing in hit-and-run tactics, Rorsh and Brine provide excellent table control.

When used with a Trollblood horde lead by Grim Angus, Rorsh's Pigpen spell becomes another tool in Grim's toolbox of table management. If you're facing fast-moving, high-defense targets such as Sorscha, charge Rorsh at them and use Pigpen. Then move Grim Angus to maximize the effects of his feat. The combination of the rough terrain generated by Pigpen and the movement limitations of Spread the Net ensures that your target will not escape your wrath the following turn.

If you've chosen Grissel Bloodsong as your warlock, you'll find that Brine benefits greatly from her Calamity spell. If Brine charges a living enemy model under the effects of Calamity and then uses Pig Farm, the big pig makes a charge attack with +2 to hit and four dice of damage with +2 to the damage rolls. That is an effective POW 21 with four dice of damage! This could even get up to POW 23 if Brine has already suffered damage to all his aspects and is affected by his Pain Response ability.

Master Tormentor Morghoul maximizes Rorsh and Brine's mobility. Under the effects of Morghoul's Unrelenting spell, Brine gains a tremendous ability to move unhindered by your opponent. Between the out-of-turn movement and free-strike evasion of Unrelenting, Brine's Souie! Ability (allowing Brine to move toward Rorsh at the start of Rorsh's Control Phase) and the effects of Rorsh's Diversionary Tactic ability, Brine can be sent almost anywhere on the battlefield to brutalize your opponent's forces and be repositioned to your benefit.

Hexeris' ability to wring out every bit of utility from his tortured 'beasts provides a nasty surprise for your opponent. If Brine appears to be on his last legs, cast Death March on him and hurl him at the threat of your choice. At that point it is likely that all Brine's aspects have been damaged and he gains the benefit of his Pain Response ability, giving him +2 on melee damage rolls. This makes him likely to put a big dent in whatever hurt him so badly. When he takes sufficient damage to be destroyed, his Pig-Headed ability kicks in, letting him



last one more round to continue beating on his enemy. In the round he goes down, the benefits of Death March come into play, allowing Brine to move and make one final boosted attack and damage roll before being destroyed. If you cannot find an enemy in range to smash, consider moving Brine into base-to-base contact with one of your own damaged warbeasts so it can be healed with Brine's Bacon ability.

Although the Legion remains somewhat limited in the application of their animi and spells to non-Legion models, Rorsh and Brine still complement a Blighted horde. They fill support roles for fast-moving but frail units such as Striders. Pepper an enemy target with Strider arrow fire before sending Brine in to mop up in melee. Brine is tough enough to hold almost any enemy in place for a round, so at the start of Rorsh's next activation use his Souie! ability to recall Brine. The Striders can then shoot at their target again, and when you activate Brine you can start the whole process over.

***Brun Cragback** and **Lug** are one of the minion 'lock and beast combo that are mercenaries, so they can help terrorize your WARMACHINE games.*

BRUN CRAGBACK AND LUG

Brun Cragback and Lug provide many interesting options for a Trollbloods player. Madrak Ironhide's Guided Hand spell is extremely useful when cast on Lug. The additional die on his first melee attack means you do not need to boost the attack if you're trying to save Fury for Lug's chain attack. Lug's animus Bear Hands gives you the option of moving a model he hits in melee 2″ away from Lug. This ability sets up the target for a volley of ranged attacks or, if you really need to get that model somewhere specific, you can push him with Lug and then try to Critically Slam the target with an Impaler. Careful use of Bear Hands is a great help with Grim Angus also. Soften up your target with Brun and Lug's melee attacks, and if they can't finish it off, push them out of combat so you can light up the enemy with Grim's ranged attack.

Brun and Lug are the only lesser warlock and unique beast set that have Pathfinder and are not hindered by the forests and rough terrain of which Circle armies take advantage. Baldur's ability to create forests along with the Woldwatcher's similar ability makes a great tactical duo for Brun and Lug. Trap your target in a forest and then charge in after them. Even if your target can evade free strikes, he'll still have to contend with the forest, and you've maximized your ability to pin the foe down. Also, Krueger's Lightning Tendrils spell is fantastic for the duo. Since they each get flanking bonuses when attacking targets in the other's melee range, giving either Brun or Lug 2″ additional reach adds considerable flexibility to their positioning.

This pair is also one of the minion 'lock and beast combo that are mercenaries. Working for the Searforge Contract, they bring unique possibilities to the table. Brun's Stonehold spell and his ability to transfer damage to Lug means he can take a massive amount of damage. Use the pair to hold up fast-moving units while your slower Highshield Gunners or Horgenhold Forge Guard units move into position. The addition of models with Pathfinder also adds a boon to a Searforge army since they must typically maneuver around rough terrain and forests.

WRONG EYE AND SNAPJAW

Snapjaw already hits like a freight train, especially if he uses his Critical Death Roll ability. Pair this with the Flaming Fists animus of a Pyre Troll and on a crit he becomes +2 to his melee damage rolls with an additional die of damage and knock down.

Snapjaw and Wrong Eye are also fantastic with Kaya. Snapjaw's submerge animus can keep the pair all but immune to ranged and magic attacks as they advance, while one of Kaya's own warbeasts benefits from Cloak of Mists for stealth. Having two hard-hitting heavies advancing without ranged retaliation creates considerable pressure on the enemy. If your opponent blocks LOS to his 'lock in anticipation of Spirit Door, Wrong Eye's Crazy Eye spell is helpful in clearing a

***Snapjaw** and **Wrong Eye** give you two hard-hitting heavies that can advance without ranged retaliation. Gator also tastes like chicken.*

lane. If Kaya damages the enemy warlock on her assassination run but fails to kill them, Snapjaw's Hunger Motivated ability comes into play, helping him close rapidly for the kill.

For the Skorne, Wrong Eye's Voodoo Doll spell nicely complements the Agonizer. Cast Voodoo Doll on a target warbeast and choose Body as the aspect it cannot use for one round. With an Agonizer in range of the afflicted warbeast, use its Gnawing Pain ability and your target rolls zero dice on damage rolls; if boosted, it still rolls only a single die.

Although Wrong Eye and Snapjaw may have difficulty keeping up with the Legion's typical advances through forests and rough terrain, they do possess one tactical advantage. If you're playing on a board with any water features, you can use those to vector your attacks with this 'lock and his beast. If you deploy them correctly and utilize the Legion's usual array of terrain-dominating abilities, you'll be able to control every terrain feature on the board and harass your opponent's forces wherever they try to hide. Never underestimate the value of having a strong independent flanking force that hits too hard to be ignored.

There is also the option of having a unit of Gatormen accompany Wrong Eye and Snapjaw, creating a cluster of deadly reptilian goodness. Though there is no synergy built into such a grouping, it hardly needs it. Individually these models possess deadly power, and none requires support from the main faction warlock.

***Dahlia Hallyr** and **Skarath** form a powerful, self-contained package, perfectly suited to flanking or intercepting the opponent.*

DAHLIA HALLYR AND SKARATH

Dhalia's Haunting Melody spell is quite potent with Grissel Bloodsong as your warlock. If you're bogged down with a large unit of non-fearless troops, Move Dhalia so they are in her control area and cast the spell. Follow this up with Grissel's Cacophony Fell Call, giving all affected units a –4 penalty to their CMD. Finally, move in a Fell Caller to kill a single troop. His Victory Howl ability means the unit must take an immediate command check or flee. This combination may be a lot of work, but can be worth it against an enemy unit with the Tough ability.

The Circle also has a number of easily accessible means to force a command check, and Dahlia increases the odds for such maneuvers if positioned well. This can help with the Warpwolf's Baying of Chaos, the Lord of the Feast's or Kromac's Terror, the Pureblood's Warp Strike, or the Wayfarer's Invoke Wilding attack. In human form, Kromac can cast Bestial to stack another –2 penalty to CMD.

Krueger's Lightning Tendrils are a great help for Skarath as well. A 2″ melee reach provides fantastic synergy with the Paralytic Venom on Skarath's Jaws. You can tie up an enemy warbeast or solo with a single hit and one point of damage. Skarath simply damages the warbeast from beyond its reach and that 'beast loses its movement during its next activation. The enemy model cannot retaliate against Skarath.

USING THE LESSER WARLOCKS TOGETHER

There's nothing stopping you from mixing up more than one of the lesser 'locks and their beasts in the same list. In fact, a Trollbloods horde could contain all four! This might seem like insanity, but try it and you might be surprised how effective it is, particularly under Grissel Bloodsong.

Although most of their spells and animi cannot be directly shared, their unique abilities allow them to interact tactically. Many of these models have abilities that allow them to either control the battlefield or circumvent obstacles, terrain, and enemy models. Rorsh's Pig Pen spell lets you create a patch of rough terrain to force enemy attacks around, then place Brun Cragback close to Rorsh's flank and use his Stonehold spell. With Lug in base-to-base contact with Brun, the pair becomes very resilient. The pair of lesser 'locks and beasts are now in an excellent position to hold an entire flank against a heavy assault for a round or two.

2009 PRIVATEER PRESS'

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A single light or heavy warjack or warbeast.

1st Place Prize: $200 US

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A warcaster and 2-5 warjacks or a warlock and 2-5 warbeasts. No troops or solos.

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A unit of at least the minimum number of allowed models and no more than the maximum number of models allowed. Unit Attachments and Special Weapon Attachments may be included.

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A scene of the Iron Kingdoms, made up of components that do not exceed 12″ wide, by 12″ tall, by 12″ deep.

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Show up at Gen Con Indy. Fill out an entry form at the Privateer Press booth and drop off your entries on Thursday and Friday starting at 1:00 PM and Saturday from 10:00 to 11:00 AM. All entries must be received by Saturday 8/15/2009 by 11:00 AM.

GRANDMASTER

Selected from the winners of the above categories.

Grand Prize: $1,000 US

The Grandmaster will win $1,000 US for the Grand Prize and $200 for the category that qualifies them, for a total of **$1,200 US.**

NEW THIS YEAR:

In addition to awarding first, second, and third place, the judges will also be awarding a limited number of Honorable Mention trophies for each category. Entries that receive an Honorable Mention trophy will also have a place reserved in the painting competition coverage to be featured in No Quarter #27.

RULES

- All entries must be Privateer Press miniatures. Conversions and scratch building is allowed, but must fall within the scope and atmosphere of the Iron Kingdoms game world and be either scratch built or made with parts from Privateer Press models. No third party parts permitted.
- All entries must be modeled and painted by the person entering. The person entering must hand in the miniatures themselves at the specified time. Entries must also be collected from the display case at the specified time. Any entries not collected by the end of the show automatically become the property of Privateer Press.
- All entries must be accompanied by the appropriate entry form. This must be filled out correctly and clearly. Competitors will be issued a numbered ticket when they have handed in their miniatures. In order to collect their miniatures at the end of the show, competitors must present this ticket and valid ID in person.
- Competitors can only enter categories once, through they can enter as many of the categories as they choose.
- All entries must be presented on the appropriate size base for which the model was designed, but extra scenic details may be added. Models presented as part of a diorama do not require bases.
- While every care possible will be taken with the entries, the miniatures are entirely at the risk of the competitor. Privateer Press will not be responsible for any damage or loss that might occur while the miniatures are in their care.
- Privateer Press has the right to photograph the competition submissions and to publish photographs on the web or in print.
- Privateer Press reserves the right to refuse entry to any competitor with or without cause. Privateer Press staff and family are not eligible to enter.
- Cash winnings are subject to all state, local, and federal laws.
- The judges' decisions are final in all cases.

WINNERS ANNOUNCED AT 5:00 PM • SATURDAY 8-15-09 AT GEN CON INDY

Take a look inside the files and dossiers of Gavyn Kyle, the Iron Kingdoms' premier spy. Gathered at great expense and risk, these dossiers give a behind-the-scenes look at the histories and motivations of some of the warcasters and warlocks of WARMACHINE and HORDES.

The Gavyn Kyle FILES

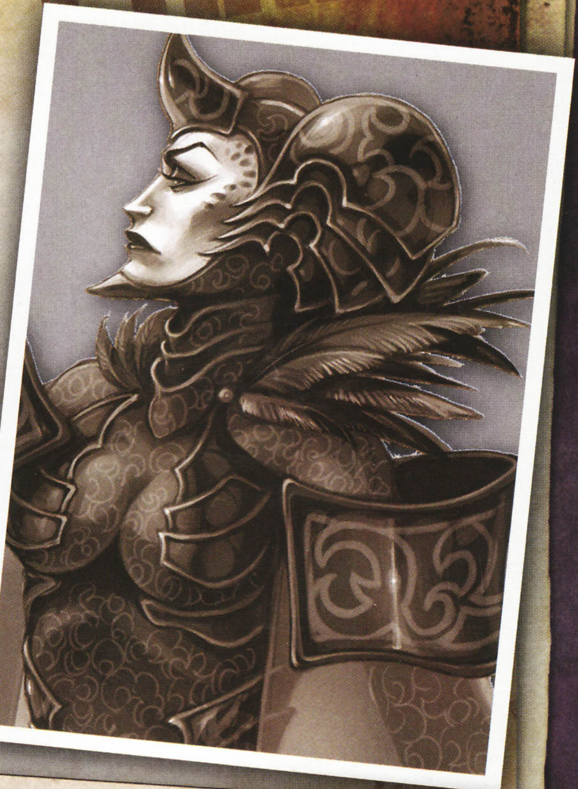
Transcribed by **Doug Seacat** · Art by **Chris Walton, Eva Widermann** and **Matt Wilson**

VAYL HALLYR

At your request I have investigated the recent catastrophe of the Nyss previously occupying the remote mountains of northern Khador. Learning of their plight has been a challenge, and there is much that remains unknown. My investigations unearthed the name of a key figure: a sorceress named Vayl Hallyr, many times referred to only as "the Betrayer."

My best sources of information have been Nyss refugees, the majority of whom are presently living near Korsk. I have enclosed a separate report detailing my reconstruction of the catastrophe beyond items connected to this subject. Several selected interviews with the more informative of these individuals I transcribed below.

—G.K.



Vayl Hallyr Summary

Aliases: The Betrayer, The Ice Witch, Frozen Queen of the Hallyr

Note on Dates: Ascertaining accurate dates among the Nyss is problematical. They mark time in relation to seasons and the periodic migrations between shared communal settlements. Migrations occur every few decades but each shard has its own traditions and some are stationary, such as the Hallyr.

Born: 530 AR—Vayl's birth date estimate derives from backing into the period when the Fane of Nyssor trained her in sorcery (545) and her likely age during this time (mid-teens).

Other Significant Dates: 556 AR—Assumed tenuous control of the Hallyr tribe after conspiring in the death of its tribal elders. 565 AR—Eliminated last of internal opposition. 574 AR—Accused by tribal elders of unprovoked attacks and raiding on neighboring shards. Pacts of mutual defense formed. 578–595 AR—Destroys several neighboring shards, increasing her reputation for being bloodthirsty. 596 AR—Violence halted by alliance of tribes but she retains her position. 605 AR—Collaborated in Nyss genocide, helping to annihilate their tribal culture. 606 AR—Suspected to have led attacks against northern Khadoran villages. 607 AR—May have led attacks in Llael, northern Cygnar, and the Bloodstone Marches, where there has been a rise in mysterious deaths matching her alleged modus operandi.

Family Status: No indications of surviving siblings or other immediate living relatives.

Training: Educated in sorcery and the Aeric alphabet among the Fane of Nyssor.

Professor Pendrake published a compilation of notes on a breed of dragonspawn he termed "incognitus," the descriptions of which match those from certain eyewitness accounts of attacks across a broad region of western Immoren. The professor's associate Lynus Wesselbaum allegedly had firsthand contact with these creatures. He also witnessed Nyss he purported to show signs of dragon blight. After inquiring in the guise of feigned academic credentials, I received the following.

Corvis University

My experiences with Cylena Raefyll and her hunters were horrifying, but in retrospect I learned more than I appreciated at the time. Suffice it to say I have with my own eyes seen Nyss and dragonspawn fighting in close proximity and believe there to be a connection between them.

Your inquiry recalled a conversation I had almost forgotten, overheard while the Raefyll hunters spoke among themselves. They spoke of a woman named Vayl Hallyr, someone they viewed with equal measures of hatred and wary respect. She had chased and hounded the religious sect of their people even after they fled the north. The looks shared between Cylena's people while discussing this woman told me I was missing something significant in their exchange. Given our ignorance of Nyss religion, I had no way to deduce the subtext. But they seemed to feel some crisis was imminent.

It was clear they were speaking of someone they considered a formidable enemy and against whom they strongly desired vengeance. You could try to contact the Raefyll tribe directly, but I warn they may prove evasive.

Linus Wesselbaum

Associate Professor

I am convinced that even as a child there was something wrong with her, but we did not learn that until much later. Vayl was a consummate liar. She feigned innocence and sincerity and took cruel advantage of those who wished to befriend her. I think she bore a deep hatred for us, for reasons I never understood. Perhaps she hates herself.

Her potential blinded those of us in the priesthood. Our faith regards sorcery as a gift of Nyssor, a belief I no longer hold. Vayl had an unusual appetite for knowledge and a clear desire to refine her power. Once, I actually enjoyed teaching young sorcerers and delighted in seeing their budding awareness of their power. Vayl ended that.

Sorcery is an extension of will, usually manifesting as simple evocations of winter's cold. Learning more refined tasks can take decades. From the beginning Vayl displayed a subtlety beyond her years. We mistook this hunger for knowledge as something healthy. She feigned piety so well we asked her to consider joining the priesthood. I will admit that she charmed me. I was there when she turned her back on the priesthood. She took delight in profaning Nyssor to my face. My pain amused her.

She used her power like a knife to carve weaker minds and pare them down to a sliver. Sorcery for her was not communion with Nyssor but a means to personal ascension. She perverted the skills we taught her to subjugate the Hallyr tribe. Even if the Abominati had not come among us Vayl would have sought to destroy our people. I am sure of it.

I journeyed to Korsk to interview Nyss refugees. As Lynus warned, they were not eager to speak to a human, but the mention of Vayl Hallyr provoked a strong reaction. The refugees evidenced a universal hatred for her. This loathing prompted them to speak with greater candor than might have been the case otherwise.

Many refugees could recollect little and said no more than that she was a loathsome creature who had invited destruction. At length I found an older priest named Cormir Maelwyrr, allegedly involved with Vayl's childhood training some six decades earlier.

Our shard lived in peace with the Hallyr for decades until the rise of the Frozen Queen. We had given up the periodic sojourns of those shards further south. In a not unusual arrangement one of my cousins married into the Hallyr family and from her I heard much of Vayl's crimes.

You may know how little weight we put on those who call themselves masters. We have no kings or chiefs. Elders we heed before the youth, in the natural way. This did not content Vayl, who would not wait decades to fulfill her ambitions. Soon after she shamed herself before our priests she returned to her tribe and there began to inflict terror upon her own kin in secret. Those who spoke rumors of her suffered and repented or died. I saw my cousin's eyes darken with dread and her speech become stammering whispers when she spoke of Vayl to me. Soon she would speak no more of her "mistress" beyond offering praises, while her hands shook with fear.

I cannot confirm the dread tales of Vayl's atrocities to her kin, but I know the elders of Hallyr vanished in a single night. The tribe would not speak of them, but years later a tracker of my tribe came across a single grave containing the frozen bodies of those who were missing. There was nothing to tie them to Vayl Hallyr, but we knew her to be the cause. The Hallyr were too terrified to oppose her and soon she turned her attention on her neighbors. My shard did not last long against the blades of her shard. Few of us survive who remember those days.

The next refugee with a detailed account (above) was an elder named Lynesh Vasinys, whose shard lived adjacent to the Hallyr.

While the refugees were glad to speak of Vayl's past, they proved reluctant to discuss more recent events. When I asked them about the reports of Nyss evidencing blight spotted elsewhere, they grew silent and looked away. It was as if they feared to put to words what they had seen.

I did in fact find a hunter belonging to the Raefyll band Wesselbaum mentioned. This individual had lost an arm, becoming crippled and thus unable to join the battles of his leader. He led me north to the Shard Spires there to show me the devastation of his people first hand. As I looked on the charred and smoking ruins of Nyss villages he held out his one hand to encompass it all and said to me, "This is the lasting legacy of Vayl Hallyr."

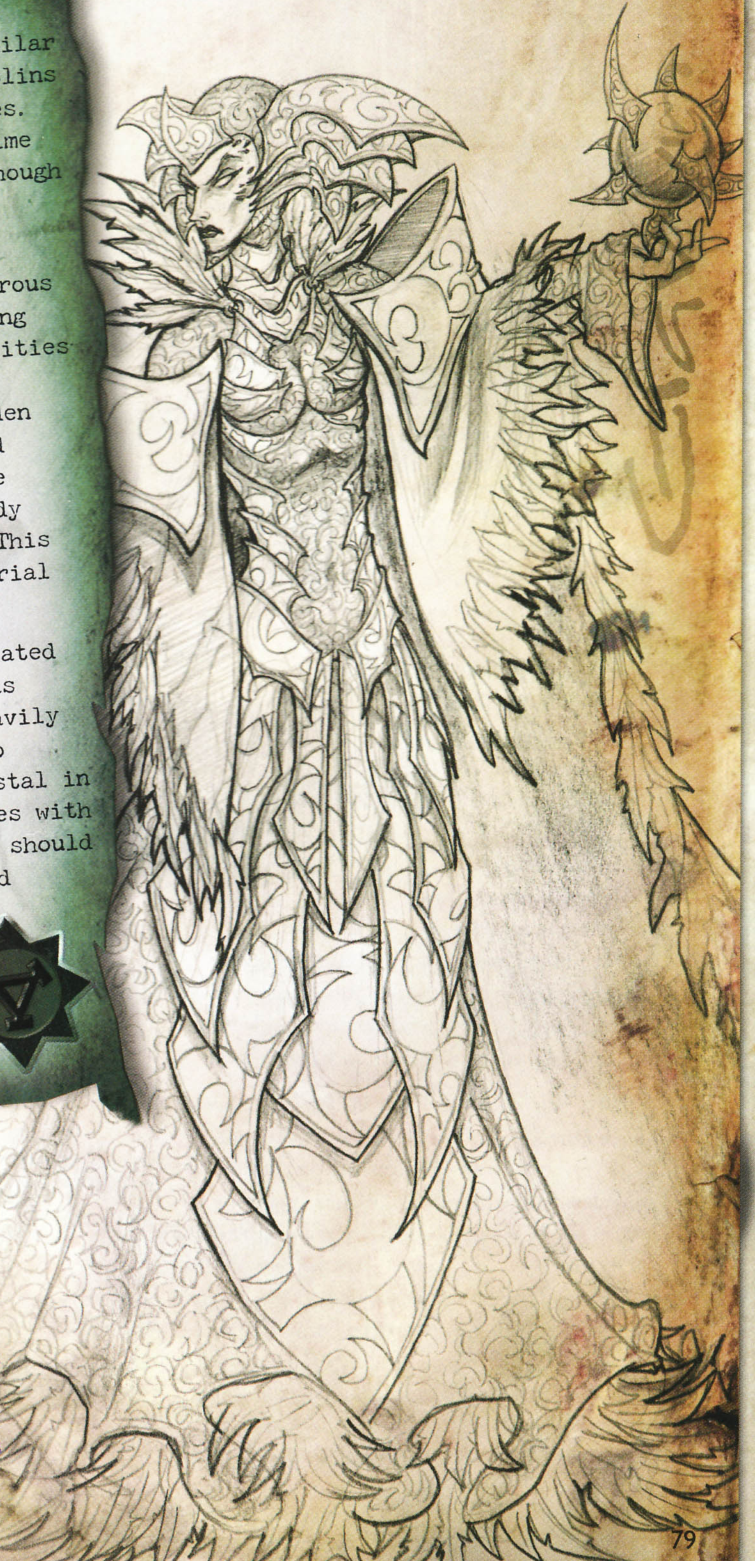
We followed the path of destruction and I soon learned it was far more extensive than I had anticipated. I returned to the Khadoran capital and plundered their military records, finding numerous buried reports of inexplicable attacks in both northern Khador and occupied Llael. Few of these accounts refer to Vayl specifically.

In investigating the Horkov massacre I have concluded that this attack is connected to similar incidents at Kornestal, Rustovoich, and Tverkolins despite the distances between these communities. I have seen no reason to fault the response time of the 3rd Border Legion to these attacks although they have been reluctant to comply with our requests for their version of events.

At Horkov a female Nyss of considerable sorcerous acumen led the pillagers, and the few surviving witnesses have related that draconic monstrosities heeded her directions and moved where she dictated. I spoke to a young man who had hidden in the ruins of a house during the attack and who witnessed this sorceress coordinating the gathering of corpses to be stacked into bloody cauldrons from which fresh horrors emerged. This would explain the lack of bodies left for burial at several of the massacre sites.

Our ability to stop the spread of rumors related to these attacks has become less effective as this enemy moves into more populated and heavily trafficked regions. It was a simple matter to obscure the horrors at Rustovoich and Kornestal in particular, as they were isolated communities with few trade arrangements. I am concerned that should this force hit a major town or city it could easily prompt widespread panic.

Greylord Koldun, Prikaz



While I was initially skeptical of rumors of blighted Nyss fighting in proximity with organized groups of dragonspawn, I think the conclusion is now inescapable. Exactly what this force represents and what its goals are remains a mystery. I found the movements and attacks of these raiders incoherent, but understanding this group's leaders may provide additional clues. What struck me immediately was that reports of these attacks are very reminiscent of what is left in the wake of Cryxian raids. I feel no closer to a real answer and can only hope further investigation will reveal the identities of other leaders of this armed force.

Guts and Gears takes a look at the men, machines, and monsters of the Iron Kingdoms. Read about what it takes to be a warrior or warbeast with one of the many factions or look into the mechanikal workings of hulking warjacks and what it takes to get these multi-ton constructs to dominate the battlefield.

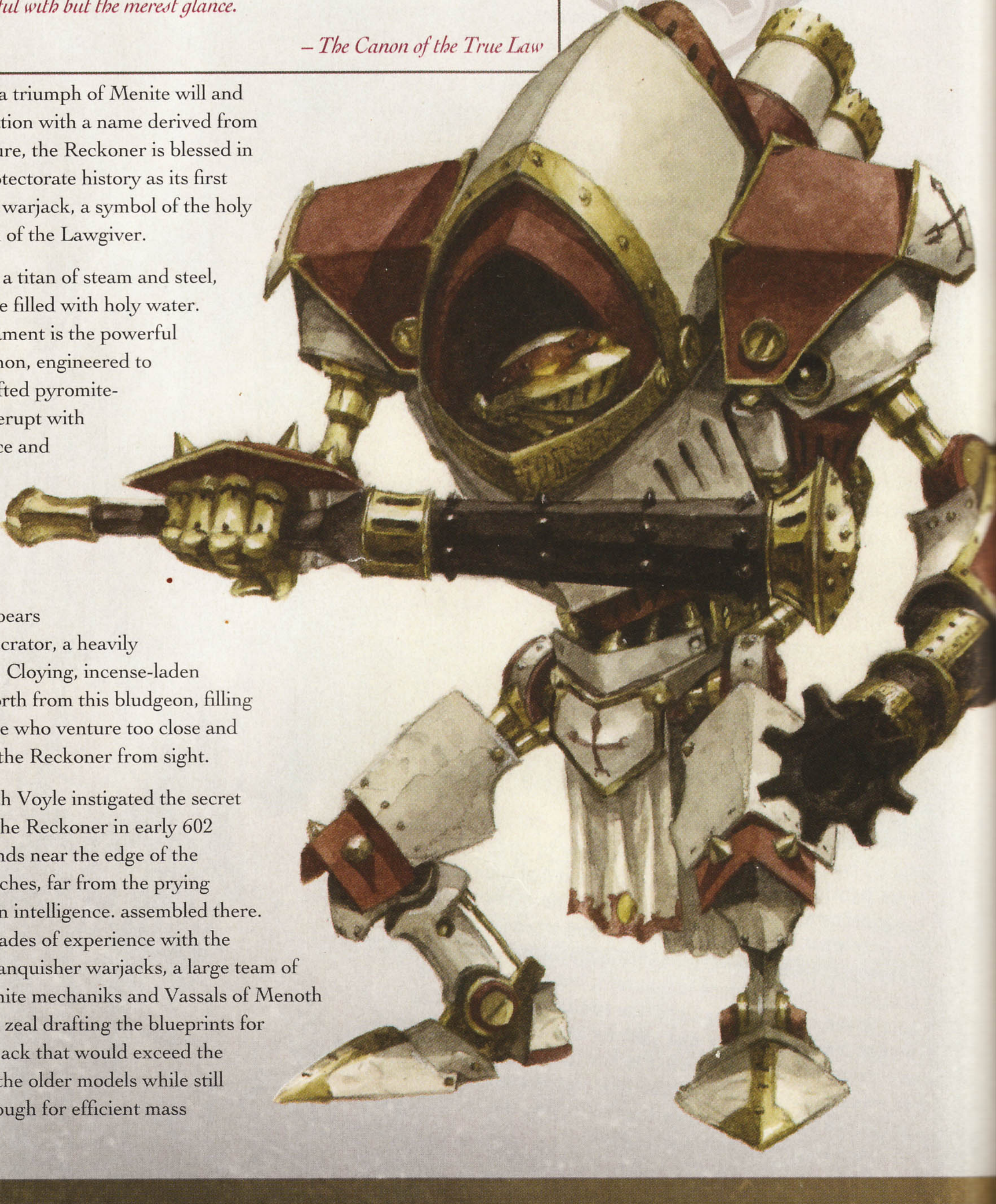
by **Colin Chapman** · Art by **Eric Deschamps** and **Jeremy Jarvis**

Guts & Gears

Reckoner

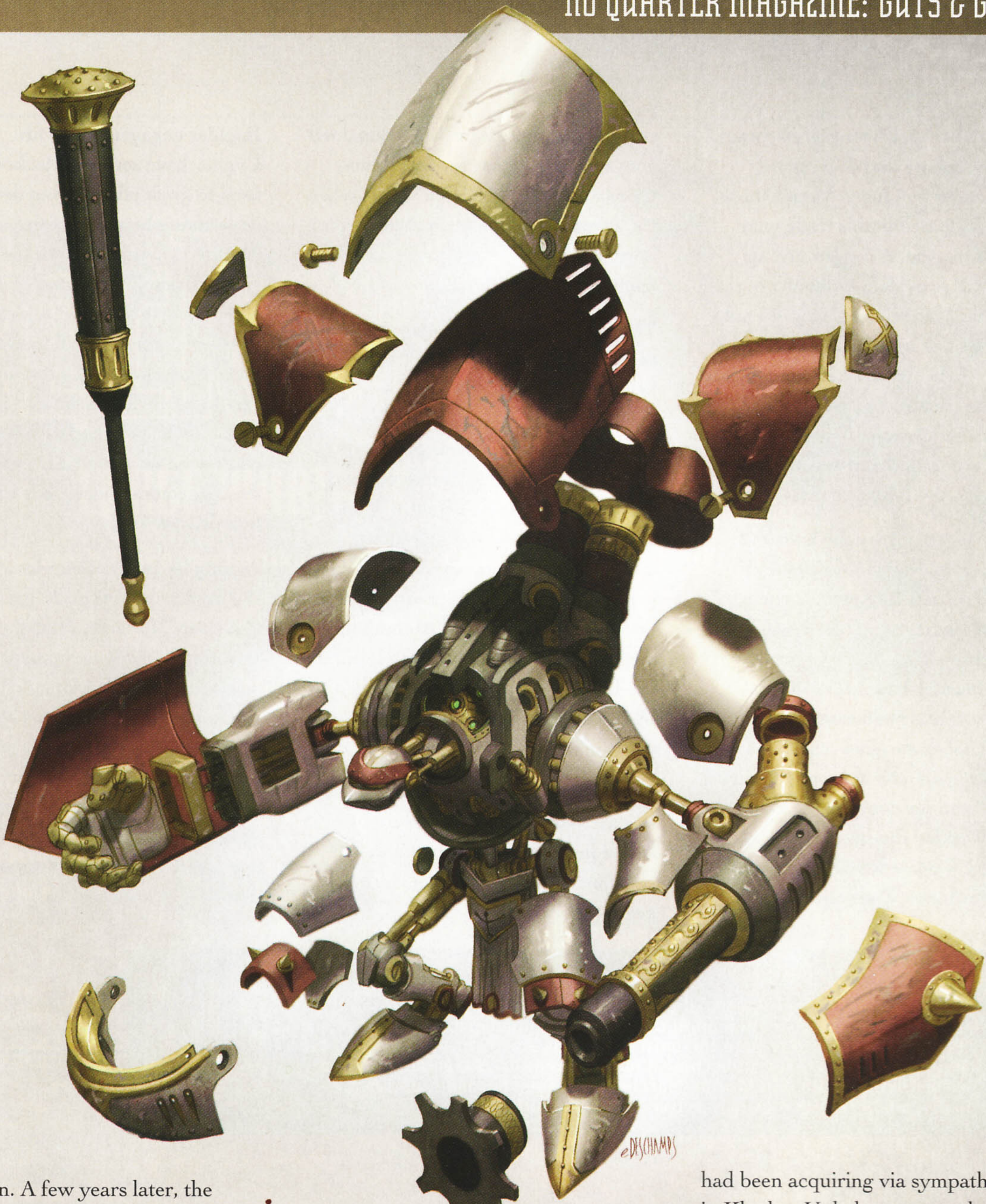
> *He who is the Grand Reclaimant is, too, the reckoner of man, burning away the sins of the faithful with but the merest glance.*
>
> *– The Canon of the True Law*

Held as a triumph of Menite will and dedication with a name derived from scripture, the Reckoner is blessed in the annals of Protectorate history as its first purely purposed warjack, a symbol of the holy crusade and icon of the Lawgiver.



The Reckoner is a titan of steam and steel, and its boilers are filled with holy water. Its primary armament is the powerful Condemner cannon, engineered to fire specially crafted pyromite-filled shells that erupt with blinding brilliance and searing heat to reduce even the sturdiest armor to molten slag. In its right hand it bears the brutal Consecrator, a heavily reinforced mace. Cloying, incense-laden smoke billows forth from this bludgeon, filling the lungs of those who venture too close and partially veiling the Reckoner from sight.

The late Hierarch Voyle instigated the secret construction of the Reckoner in early 602 AR in the badlands near the edge of the Bloodstone Marches, far from the prying eyes of Cygnaran intelligence. assembled there. Drawing on decades of experience with the Crusader and Vanquisher warjacks, a large team of veteran Sul-Menite mechaniks and Vassals of Menoth set to work with zeal drafting the blueprints for a dedicated warjack that would exceed the performance of the older models while still being simple enough for efficient mass



production. A few years later, the testing of the first Reckoner began. With its purpose-built chassis and improved pneumatic venting in its legs, the machine proved to be swifter than either of the earlier heavy warjacks, with armor just as resilient. The new design was a resounding success.

The creation of an efficient assembly system was as important and urgent as the design of the warjack itself; with the shadow of war looming closer, warjacks would soon be desperately needed in quantity. The tireless development efforts yielded a system of construction that was faster and simpler to implement than the laborious methods the Protectorate had so far employed. As the standardization of parts for assembly continued, minor modifications were made, and a mere six months after the initial test trials the first production Reckoner stood gleaming in freshly painted blood-red and ivory livery. Only one obstacle stood in the way of rapid manufacture: the lack of arcanum-grade cortexes.

Cygnaran intelligence had underestimated the ability of the Protectorate to produce large quantities of warjacks, working from the mistaken assumption that they were entirely reliant on the trickle of smuggled cortexes they had been acquiring via sympathizers in Khador. Unbeknownst to them, Hierarch Voyle had already set plans in motion to compensate for this reliance on smuggled cortexes. The capture of knowledgeable foreigners versed in cortex production gave rise to the Vassals of Menoth, a group of arcanists tasked to handle mechanikal fabrication, including the creation of cortexes.

Mere weeks after Reckoner production began, Khador's Queen Ayn Vanar implemented a plan to destroy the cortex-smuggling trade. She considered the Menite sympathizers to be stealing vital resources from the crown and depriving the Khadoran war industries of cortexes that should have been installed in Khadoran machines. Under new laws and decrees implemented by Queen Vanar, those who participated in this trade were guilty of treason. A small warning period was provided, but many of the Khadoran Menite smugglers did not appreciate the severity of the situation and defied the new law. To underscore the queen's intent, the warcaster Kommander Sorscha Kratikoff was given leave to find and execute those involved in the smuggling ring.

Though Khador's actions halted the smuggling, they also led Cygnaran Reconnaissance agents to discover the secret Protectorate Reckoner manufacturing facility. Survivors of Kommander Kratikoff's attack rushed south to make contact with their Protectorate allies and in the process came under the watchful eye of Cygnaran border rangers. While the CRS ended the smuggling trade, they were too late to halt production of the Reckoner. The source of the cortexes for these new 'jacks remained a mystery in Cygnar for some time. Caspia rocked with shock waves when the scope of the threat on their eastern border became clear, quite separate from their war with Khador in Llael.

The production facility managed to churn out dozens of Reckoners before it was abandoned. Manufacturing was relocated to the Factorium in Sul, where production resumed. To this day the Reckoner remains a bold instrument of Menoth and a testament to the drive and effort of the Menites involved in its genesis. Equipped with cortexes fashioned by Vassals of Menoth and a chassis built entirely by the faithful, the Reckoner is pure and unsullied by the taint of outsiders, a righteous weapon in the Protectorate's arsenal.

In the three years since it entered service, the Reckoner has seen action in every major Protectorate engagement and proven its worth every time.

Regular engagements with Cygnar have seen the Reckoner used to great effect laying down devastating barrages of fire. The Northern Crusade tested the warjack's endurance and ease of maintenance, and the 'jack exceeded all expectations. Additionally, its incendiary shells were instrumental in the Razing of Fisherbrook. These facts make it ideally suited to such warfare conducted far from home, and foes of the Protectorate justly have come to fear this warjack.

Among its most recent victories was the destruction of the 282nd Trencher Company "Ryland's Rascals," including its accompaniment of warjacks, in the Reclamation of Sul campaign. The Cygnarans were lured into a central supply depot stocked with unrefined Menoth's Fury when three Reckoners under the command of Feora unleashed an incendiary barrage that caused the depot to detonate in a massive ball of flame.

Interdiction of Judgment

The soldiers of this interdiction comprise the ready striking arm of the large garrison posted to Tower Judgment which has been increasingly called upon to protect the northern border of the Protectorate of Menoth. Temple Flameguard remain the most numerous and significant core of this interdiction, but it has been recently expanded to become a more mixed force capable of dealing with any threats which may arise out of the Bloodstone Marches. This includes maintaining a constant eye on troop movements of the increasingly active Skorne Empire.

Reckoner

LARGE WARJACK

Always N Large Mechanikal Construct CR 14

Armaments: Consecrator (right arm), Condemner Cannon (left arm)

Hit Dice: 22d10+30 (151 HP)

Immunities/Resist: Damage reduction 10/Serricsteel, steamjack traits, construct traits

Senses: darkvision 60 feet, low light vision

Base Initiative: -1

Speed: 25 ft. (5 squares)

Armor Class: 23 (-1 size, +15 armor, -1 DEX), touch 8, flat footed 23

BAB/Grapple: +16/+31

Attack: Consecrator +27 (2d8+11) or Condemner Cannon +15 (3d8/x3 and 1d6 fire)

Full Attack: Consecrator +27 (2d8+11) or Condemner Cannon +15 (3d8/x3 and 1d6 fire)

Space/Reach: 10ft. by 10 ft. (10 foot reach)

Saving Throws: Fort +7, Ref +6, Will +7

Abilities: Strength 32, Dexterity 9

Cortex: Aurum Grade (Intelligence 8, Wisdom 11)

Special Attack: Condemner's Flare

Special Qualities: Choking Veil

Choking Veil (Ex): Smoke pouring from the Consecrator surrounds the Reckoner, providing concealment versus ranged attacks. This choking smoke forces living creatures within 10 feet of the Reckoner to become sickened unless they make a Fortitude saving throw (DC 21). This condition lasts as long as the creature is near the Reckoner and 1d4+1 rounds after it leaves. Any creature that saves but remains within this area of effect must continue to save each round.

Condemner's Flare (Ex): Creatures struck with the condemner cannon are coated with residual burning phosphorus. For one round after being hit, the creature takes an additional 1d6 fire damage and cannot benefit from the concealment provided by *darkness, blur, invisibility,* or similar effects. Leaping into water or magically extinguishing the flames automatically smothers the fire.

What do I reckon of the Reckoner? Well, fer starters me an' me mates don't call 'em Reckoners. Nah, we call 'em Thunderclouds on account o' the fact that a few together look like a dark cloud from afar, an' their cannons are all thunderous-like.

Blasted Menites use 'em like mobile artillery or to conceal their troops, cuz ya can't easily see what's lurkin' behind the wall o' smoke they make.

Tricky buggers ta deal with, too, make no mistake. Them cannons they got can lay down a right terrible fire from beyond the range of most of our weapons. An' the stinkin' smoke they waft from those soddin' clubs makes it bloody 'ard to hit 'em back close in or far back. Cuz it's 'ard to smack 'em at range, an' in close they pound ya while ya choke on the smoke, ya gotta use yer noggin an' play crafty: sneak within strikin' range, but not so close yer in danger of bein' walloped around the 'ead.

- Cobb Blackwell, Cygnaran trencher

RECKONER TACTICS

By **David Boeren**

As they say in the Protectorate forums, "Recksy is secksy." He had better be for 126 points. The Reckoner is narrowly focused on one thing: killing single targets, preferably large ones. Unlike the Destroyer or Vanquisher, the Reckoner has no AOE on its gun. It has no Vent Steam or Combustion. The only way it wipes out units is if you manage a Trample, but that is not what it's for. When you need to put down some enemy Goliath causing you trouble, though, he is your go-to guy.

TWISTED METAL

The Reckoner rose to fame as a Mangled Metal 'jack. Perhaps I should say THE Mangled Metal 'jack, because very few 'jacks can tangle with him one-on-one. It has a POW 17 mace, built-in Concealment so other 'jacks need to boost to hit, and its own POW 12 cannon with a few special effects. Now POW 12 may not sound like much, but its Critical is a thing of beauty, doing 6 damage to an enemy 'jack or beast ignoring their ARM. When it goes off, that equals a POW 18 gun. The range is decent, but it is long enough it will not be in charge range. When it gets close, it unveils the next trick: Assault. You get a free shot with every charge, and if it hits, it boosts your melee attack rolls.

YOU SCRATCH MY BACK, I'LL SCRATCH YOURS

The Reckoner is a synergy piece, working best as part of a combined attack. Sometimes you'll be supporting it with your Choir and maybe a Vassal to enhance the offensive power. Other times, it'll be supporting your army, putting Flare on a target to debuff their DEF before your troops charge or firebomb it. One classic trick is to have it shoot an enemy 'jack and then attack it with your Infused Redeemers, who likely now can hit on less-than-average rolls. Do not overlook keeping other models next to it to benefit from Choking Veil, either.

THE RECKONER IN MODERN TIMES

Although the Reckoner no longer stands as the only SPD 5 Protectorate warjack, it still fills a unique role as our only accurate ranged warjack as well as still being a first class beat stick. The power of Critical Splash has improved since the release of HORDES, and the higher DEF of warbeasts compared to warjacks increases the value of Flare as well. Multiwound troops may also need the power of its melee weapon, and its Choking Veil affects beasts. In *Legends*, the Reckoner has gained two great new allies in Reznik and the Vassal. Reznik can grant free Assault charges, and with Brand it can give free boosts too, increasing the likelihood of a Critical Splash or just helping it beat foes down more effectively. The Vassal can use Enliven to prolong its life as well as to continually break it out of melee and enable it to Assault repeatedly without being tied up. Together, Brand and an extra attack from the Vassal gives the Reckoner two shots at an enemy with a very strong likelihood of a critical.

RECKONER SYNERGIES

- As mentioned before, the Reckoner goes great with the Reznik/Vassal combination. If you can Infuse, Brand your target, and get off two shots, you have strong odds of getting a warcaster kill for no additional focus. it also makes a great target for Zealot's Rage, and using Enliven can help you keep getting those free charges every turn.

- Severius also goes well with the Reckoner; he is one of the better casters to use Reckoner + Redeemers technique on enemy 'jacks and beasts as the extra +1 from Eye helps the Skyhammers hit. Infuse, Eye, Flare, and an aiming bonus brings them up to an effective RAT 7, and the extra damage comes in handy against these targets.

- Kreoss is a friend to everything that shoots, and the Reckoner is no exception. You will not need Flare to help hit on its feat turn, but you get a higher chance of a Critical against your DEF 5 enemies. The Reckoner also benefits nicely from Retribution.

- The Reckoner works well with Feora too, sticking close to protect her with Choking Veil. It doesn't demand too much focus; it can Assault to keep up with her and shoot at the same time; and it can help kill the targets remaining after her feat kills most of the enemy troops.

PAINTING THE RECKONER

Reckoner of the Interdiction of Judgment

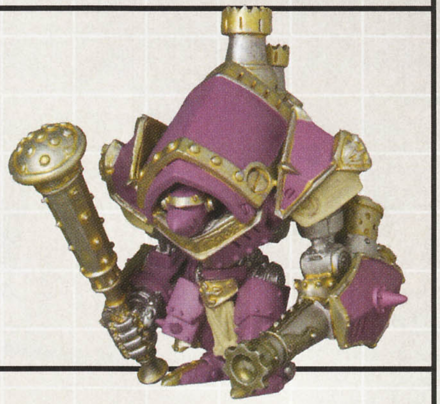
By ***Todd Arrington***

Basecoat

Basecoat the purple areas with an equal mix of Beaten Purple and 'Jack Bone. Basecoat the lavender-white areas with Menoth White Base, the steel areas with Cold Steel, the gold areas with Solid Gold, and the barrel trim with Blighted Gold.

Basecoat Colors:

Purples: Beaten Purple, 'Jack Bone
Lavender Whites: Menoth White Base
Steel: Cold Steel
Golds: Solid Gold
Barrel Trim: Blighted Gold

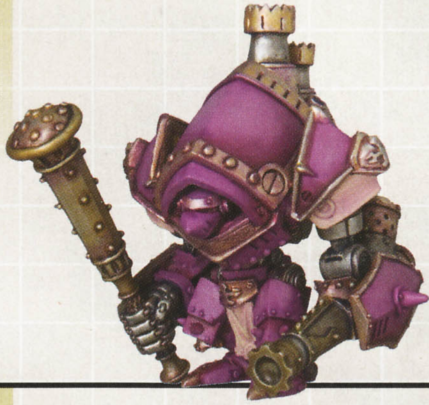


Shading

Wash the purple areas with a mix of Beaten Purple and Matte Medium. Then wash the deeper recesses with a mix of equal parts Beaten Purple, Sanguine Base, and Matte Medium. Wash the lavender areas with a mix of two parts Menoth White Base and one part Beaten Purple and Matte Medium. Wash the steel areas with a 2:1 mix of Bloodtracker Brown and Armor Wash. When it's dry, wash it again with a 2:1 mix of Exile Blue and Armor Wash. Wash the gold areas with an equal mix of Beaten Purple, Sanguine Base, and Armor Wash. Wash the barrel trim with a 2:1 mix of Bloodtracker Brown and Armor Wash.

Shading Colors:

Purples: Beaten Purple, Matte Medium, Sanguine Base
Lavender Whites: Beaten Purple, Matte Medium, Menoth White Base
Steel: Armor Wash, Bloodtracker Brown, Exile Blue
Golds: Armor Wash, Beaten Purple, Sanguine Base
Barrel Trim: Armor Wash, Bloodtracker Brown

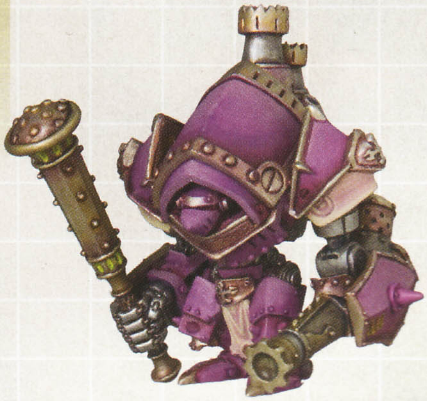


Highlighting

Highlight the purple areas with an equal mix of Beaten Purple and 'Jack Bone. Highlight the lavender areas with Menoth White Base. Highlight the steel areas with Cold Steel on the flat portions. For the gold areas, first highlight with an equal mix of Solid Gold and Cold Steel. Follow up with a highlight of just Cold Steel. Highlight the barrel trim with an equal mix of Blighted Gold and Cold Steel. Then highlight again with just Cold Steel. To create a furnace glow, apply Cygnus Yellow thinned with a bit of water. Basecoat the gem on the barrel with Sanguine Base.

Highlighting Colors:

Purples: Beaten Purple, 'Jack Bone
Lavender Whites: Menoth White Base
Steel: Cold Steel **Golds:** Cold Steel, Solid Gold
Barrel Trim: Blighted Gold, Cold Steel
Furnace Glow: Cygnus Yellow
Gem: Sanguine Base

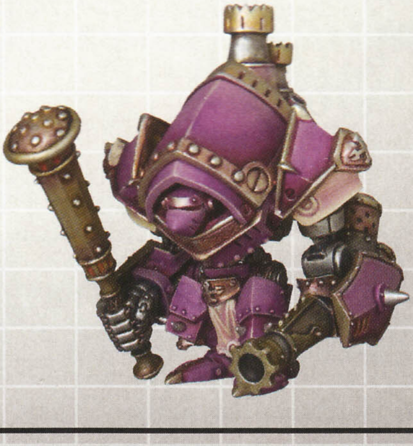


Detailing

Detail the fine edges of the purple areas with 'Jack Bone. Apply detailing to the lavender areas with Menoth White Highlight. Detail the armor edges, rivets, gold areas, and barrel trim with Quick Silver. Wash the furnace glow area with an equal mix of Khador Red Base, Red Ink, and Matte Medium. Finish the gem with an equal mix of Khador Red Highlight and Menoth White Base.

Details Colors:

Purples: 'Jack Bone
Lavender Whites: Menoth White Highlight
Steel, Golds, Barrel Trim: Quick Silver
Furnace Glow: Khador Red Base, Matte Medium, Red Ink
Gem: Khador Red Highlight, Menoth White Base



FORMULA P3™

What You'll Need:

- Armor Wash
- Beaten Purple
- Blighted Gold
- Bloodtracker Brown
- Cold Steel
- Cygnus Yellow
- Exile Blue
- 'Jack Bone
- Khador Red Base
- Khador Red Highlight
- Menoth White Base
- Menoth White Highlight
- Mixing Medium
- Quick Silver
- Red Ink
- Sanguine Base
- Solid Gold

CALL TO ARMS 2009

What's in Store for the League

The Call to Arms 2008 league saw thousands of games played by WARMACHINE and HORDES players around the globe as they fought their way to victory for the new Call to Arms medals and the titles of Warlord, Eliminator, Relentless, and Strategist. In 2009 we will be sticking to the same general format but are expecting a Call to Arms experience even bigger and better than before.

What's Different for 2009?

WARMACHINE and HORDES league play has evolved quite a bit over the years based in large part on the feedback of fans, stores, and our online community. This next year does not drastically overhaul the format but continues the trend of learning from what has come before. One of the more common issues from the last few league seasons was the league pace and the potential for player burnout. You'll note in the schedule that Call to Arms 2009 only features three league tours, each slated to run for five weeks at a given venue. We've moved to a total of 15 weeks over the course of the year to cut down on some of that burnout but still provide ample opportunities to head down to the game store and clash for victory and prizes using your favorite factions.

Really, REALLY, REALLY Big Games!

Many players still enjoy smaller games the most, but others are constantly thirsting for more, more, more! Enter the gargantuan 2,500-point format. Canny players may have noticed that even before Prime: Remix, the Apocalypse-level games included "4+" warcasters and "2,000+" points. Well, Call to Arms 2009 will be the very first official place to play 2,500-point WARMACHINE or HORDES games. As you would expect, these games are worth significant quantities of points, as they require a significant investment of time and models. These huge games of doom are not for everyone, but they're a great option for those interested in playing on a truly massive scale.

*by **Ed Bourelle** and **David 'DC' Carl***

2009 CALL TO ARMS TOUR SCHEDULE*

TOUR	START DATE†	END DATE†
RETALIATION OF THE WILDS	2/2/09	3/23/09
LIBERATION OF UMBREY	5/18/09	7/6/09
WAR-TORN FRONTS	9/14/09	11/2/09

** Check with your store for their exact schedule. † Each Tour runs for five of the eight weeks provided per Tour.*

2009 CALL TO ARMS TERRAIN LIST

The following terrain pieces are acceptable for use in the 2009 Call to Arms League:

- **6″ x 1″ barbed wire**
- **4″ diameter blast craters**
- **4″ x 6″ buildings**
- **5″ x 5″ buildings**
- **4″ x 6″ forests**
- **6″ x 8″ forests**
- **8″ diameter hills**
- **12″ diameter hills**
- **4″ x 6″ ruins**
- **5″ x 5″ ruins**
- **4″ x 1/2″ sandbag walls**
- **4″ x 8″ shallow water**
- **2″ diameter x 4″ tall watchtower**

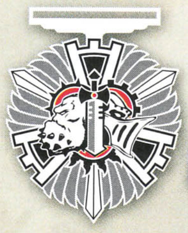
Example Terrain Feature:

Here's an example of some of the new terrain features that players will encounter during the league.

Barbed Wire

Warrior models move at half speed while within Barbed Wire terrain features. Warrior models that charge or run within Barbed Wire suffer one point of damage.

STRATEGIST



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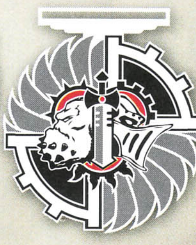
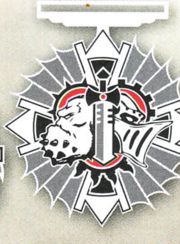
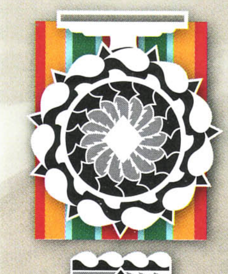


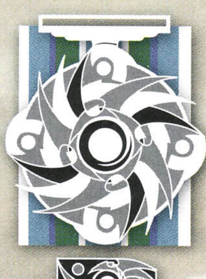
ELIMINATOR



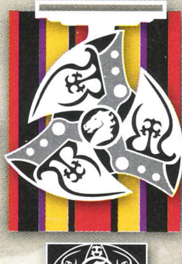
TOUR 1 CHAMPION



TOUR 3 CHAMPION



TOUR 2 CHAMPION



Global Effects Are Back!

Here's an example of some of the global effects that players will encounter during the 2009 Call to Arms League.

Fight or Flight

In the face of danger, some fight back out of fear. When a model/unit fails a command check that would normally cause it to flee, roll a d6. On a result of 1, 2, or 3, the model unit flees as normal. On a result of 4, 5, or 6, the model/unit fights back instead of fleeing. A model/unit that is fighting back activates during its controller's Maintenance Phase and attempts to attack an enemy model. If there are enemy models in melee range, it will attack one of them. If there are no models in melee range but there are models engaging it, the warrior that is fighting back will advance toward and attack the closest enemy model. Otherwise, the model fighting back will charge and attack the nearest enemy model in line of sight. If the model fighting back cannot charge, it will advance toward the selected model instead. If there are no models in line of sight, the model fighting back will advance toward and attack the nearest enemy model. When there is a choice of models, select one of them at random. A warrior that is fighting back that is knocked down will forfeit its movement to stand up and attack if possible. Otherwise it will forfeit its action and advance toward the nearest enemy model. Models/units will continue to fight back each turn until they pass a command check at the end of their activation. Models in a unit may move out of formation while fighting back. Models without melee weapons will flee normally instead of fighting back.

GET INVOLVED!

Head over to **www.privateerpress.com/dispatch** to see the rules and scenarios for Call to Arms and read the stories behind the battles playing out on the tabletop throughout the league. Beginning this year, players can also visit **www.privateerevents.com** to see online merits that they can earn throughout the league year. Some of these will mirror the Warlord, Eliminator, Relentless, and Strategist awards, and other merits will award a broad range of accomplishments in game play or hobby pursuits.

ADAPT & ANNIHILATE
A HORDES: METAMORPHOSIS EVENT
SCHISM
MARCH 2008

IT BEGINS WITH JUST A SPARK…

… NOW THE FIRES OF CHANGE SWEEP ACROSS THE LAND.

Bring your 750-point force to the *HORDES Metamorphosis:* Schism event and pit your strength one–on-one against any and all who will answer the call. Stay standing the longest and earn the title: Champion. Capture or defend the most flags and become Conquerer. Or score the most cumulative victory points, and revel in being the Survivor. A Grand Shaman will be named for best-painted character figure.

WILL YOU **OVERCOME** OR BE **OVERRUN?**

FOR MORE INFORMATION GO TO: **PRIVATEERPRESS.COM/SCHISM**

PARTS BIN

JUST A FEW PARTS IN OUR MASSIVE ONLINE CATALOG

Black 13th Gun Mage
Lynch

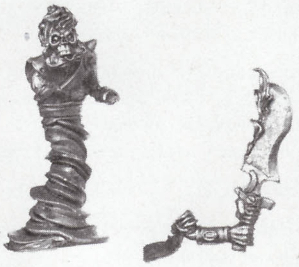
Black 13th Gun Mage
Watts

Black 13th Gun Mage
Ryan

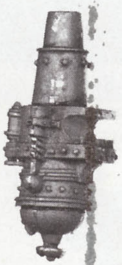
Skarath
Head

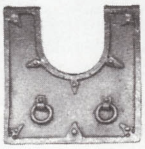
Skarath
Tail

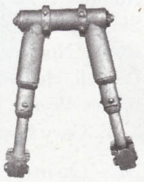
Skarath
Main Body


Blackbane's Ghost Raiders
Pirate 1

Blackbane's Ghost Raiders
Pirate 2


Trencher Cannon
Barrell


Trencher Cannon
Plate


Trencher Cannon
Chassis

Trencher Cannon
Wheel

Visgoth Juviah Rhoven
Rhoven

Honor Guard
Body

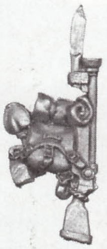
Honor Guard
Consecrated Halberd

Blackbane's Ghost Raiders
Blackbane

Blackbane's Ghost Raiders
Pirate 3

Blackbane's Ghost Raiders
Pirate 4

Trencher Cannon
Crew Backpack 1


Trencher Cannon
Crew Backpack 2

Trencher Cannon
Crew Backpack 3

Get these parts and more at

store.privateerpress.com

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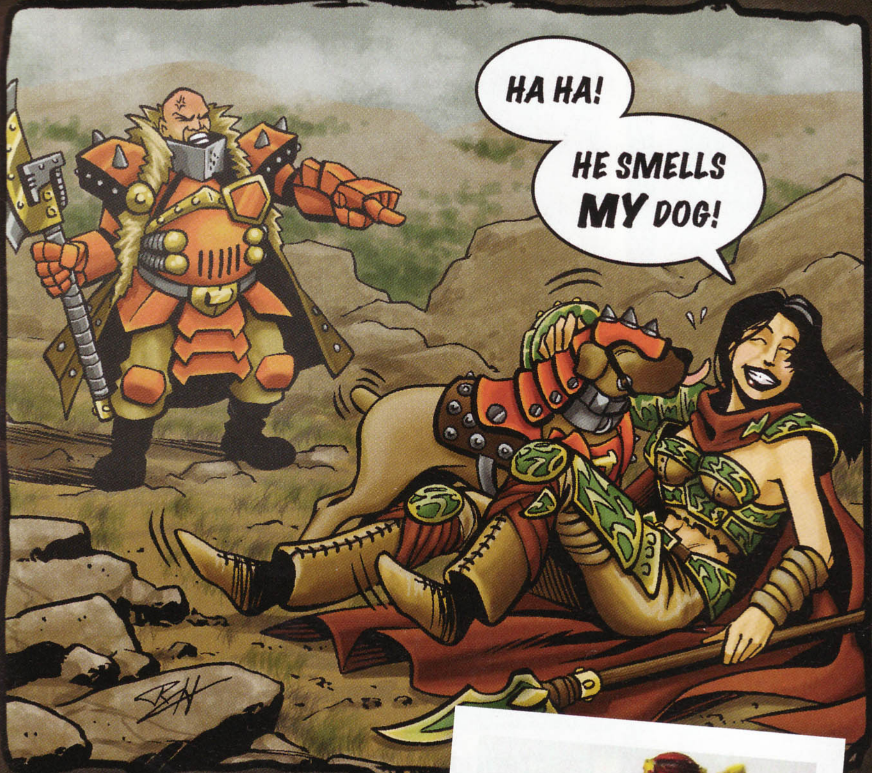
DRAWN AND QUARTERED

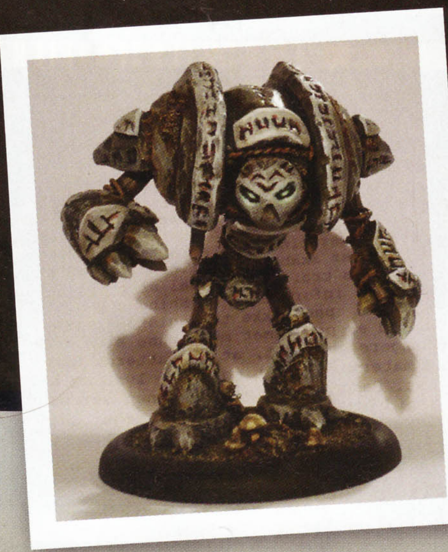
by **Rob Hawkins**


HA HA!
HE SMELLS MY DOG!

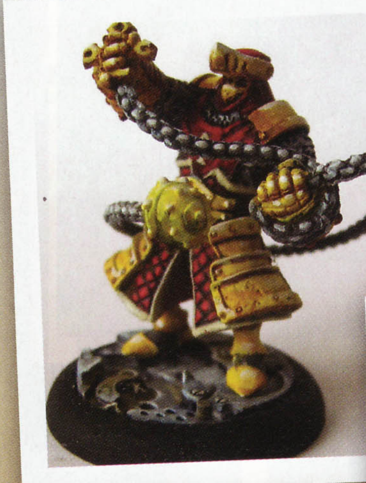
THE PLAYER GALLERY

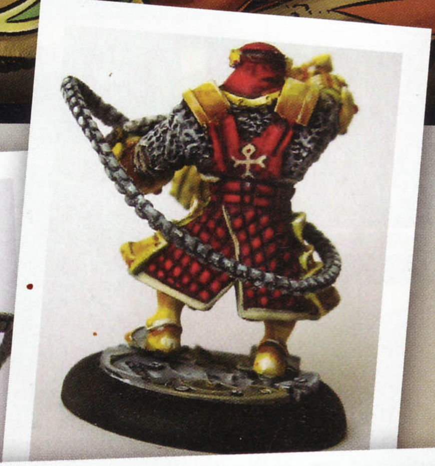
Conversions! Conversions! Conversions!

People have really been stepping up to the plate lately and using their painting and modding skills to convert their miniatures in cool and interesting ways. Here's a sample of some of the conversions that we've received.

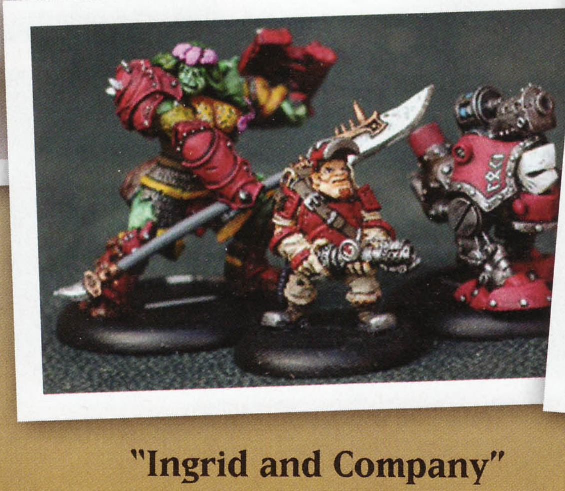


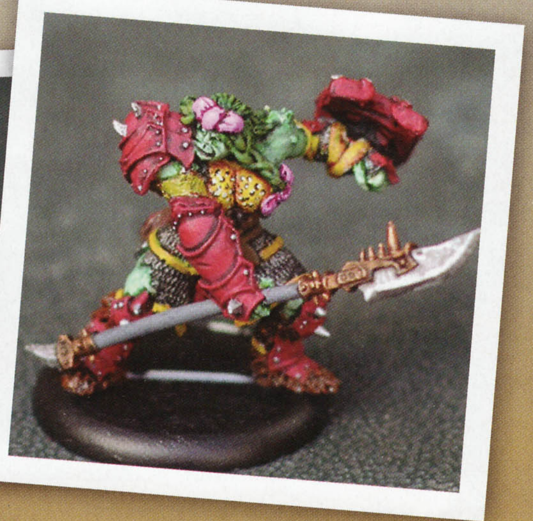
"Alternate Woldwarden"
by Lars Strøbæk





"Amon Ad-Raza"
by Mickael Iegems



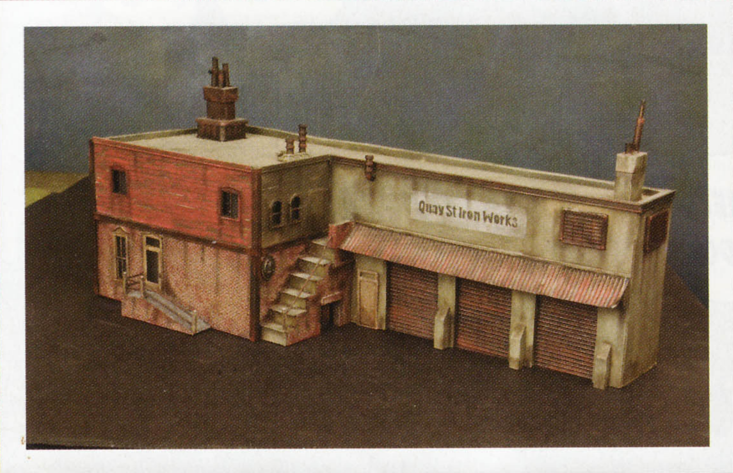


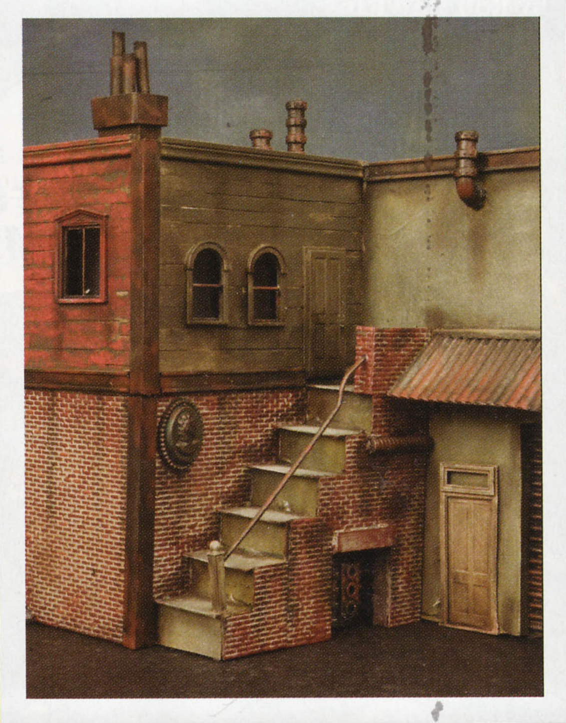
"Ingrid and Company"
by Chris Miller

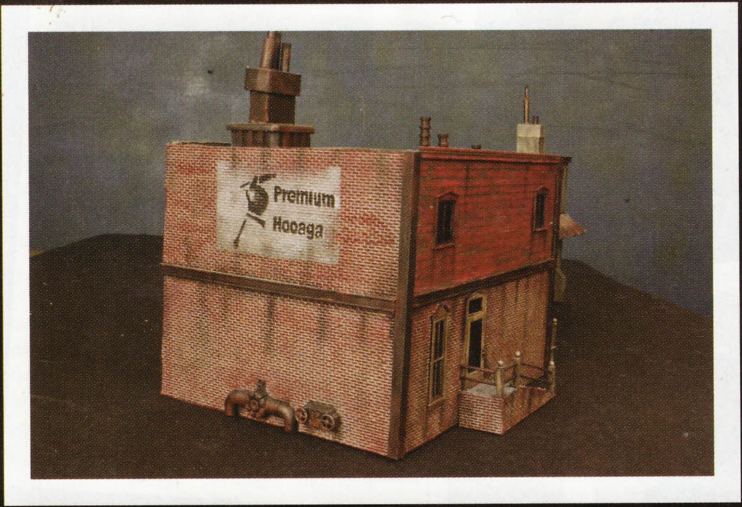
PRIVATEER PRESS - IRON KINGDOMS STYLE

Regular contributor Pat Ohta came to the Pacific Northwest for a vacation and stopped by our offices to meet with the folks and drop off a present. Pat recreated the Privateer Press building, but done up in the style of the Iron Kingdoms! It looks like our office could fit right in the streets of Caspia. Thanks again, Pat!

by **Pat Ohta**


Quay St Iron Works

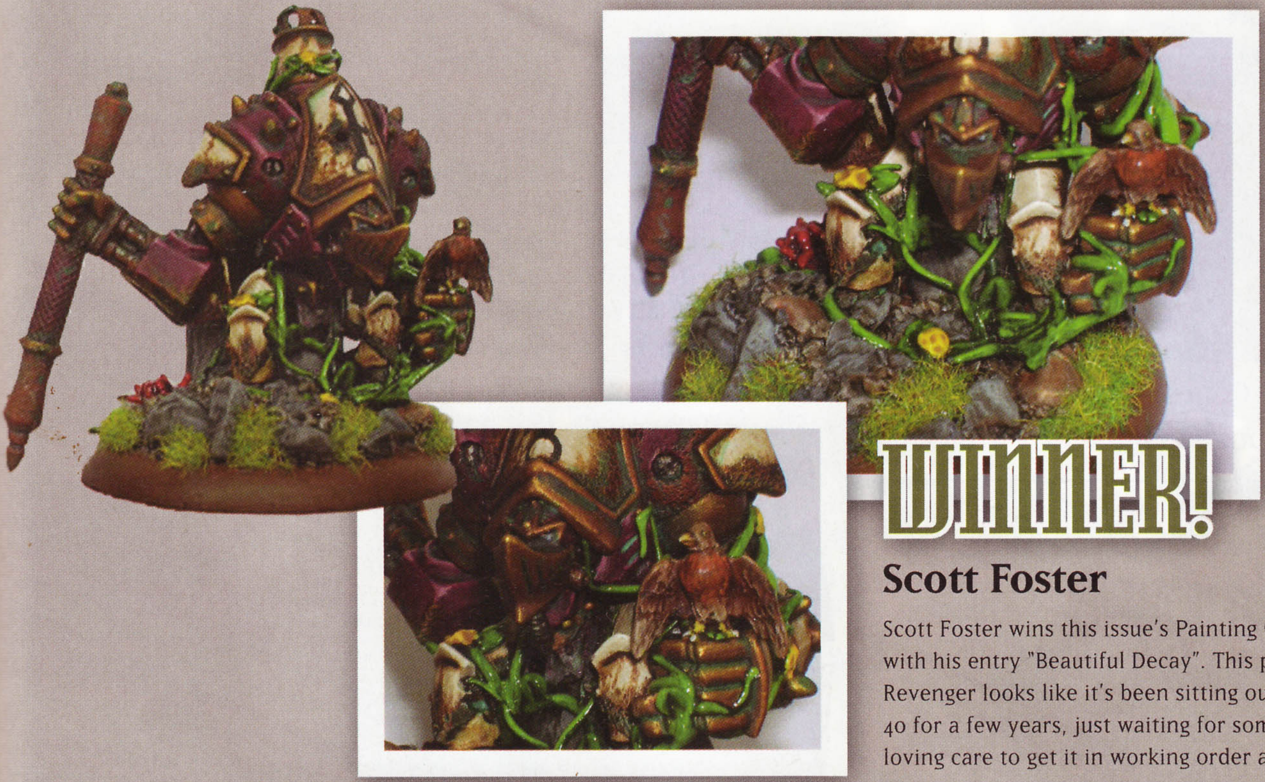



Premium
Hooaga

Quay St Iron Works

ENCROACHING ENTROPY CHALLENGE

The Painting Challenge of No Quarter #20 was to capture the essence of what time, the elements, rust, and decay could do to a model. Mechanika breaks, parts wear out, and paint eventually bleaches away in the unforgiving sun.

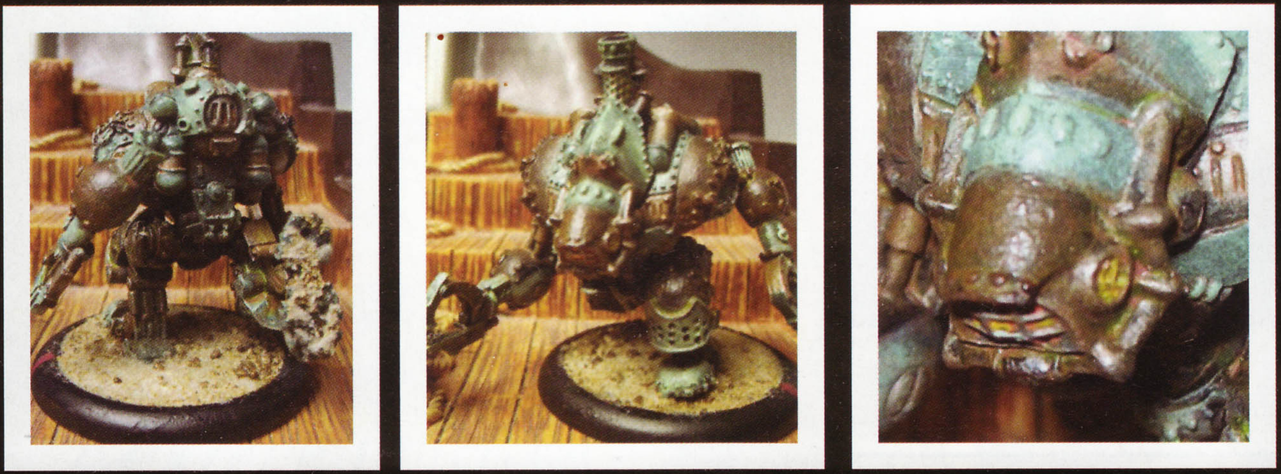


WINNER!

Scott Foster

Scott Foster wins this issue's Painting Challenge with his entry "Beautiful Decay". This poor Revenger looks like it's been sitting out in the Back 40 for a few years, just waiting for some tender loving care to get it in working order again.

HONORABLE MENTIONS

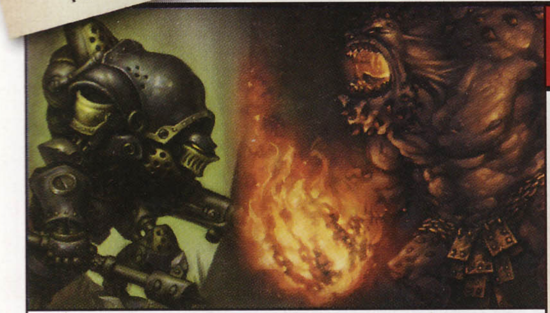


**"Tarnished Freebooter"
by Daniel Nelson**

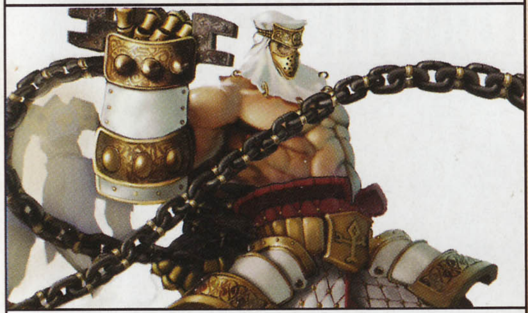
*Check out **page 49** for the next Painting Challenge and see if you can **Paint Like You've Got a Pair!***

THE POOP DECK

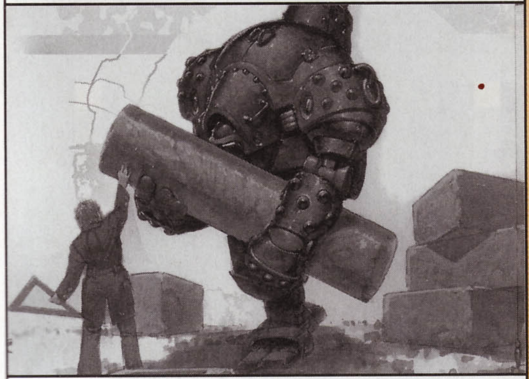
IN THE NEXT
NO QUARTER
MAGAZINE



Guts and Gears DOUBLE FEATURE!
The Hunter and the Pyre Troll



High Allegiant Amon Ad-Raza
in the Gavyn Kyle Files



Mechanikal Muscle
Laborjacks in the Iron Kingdoms

PLUS, creating **City Street Terrain**, **Khador tactics**, the **Origins of Human Magic,** and *Metamorphosis* **Recent Battles**

THE MONSTERPOCALYPSE HAS BEGUN!

With the rumble of a thousand tons of pure, unrestrained destruction, Monsterpocalypse hit the streets this October. Stores throughout the world held special release events, allowing players a chance to crack open their starters and boosters, then get right into the action. Special thanks to All Things Fun!, who kicked of the launch of Monsterpocalypse (shown here) with an event of monstrous proportions!

MONSTERPOCALYPSE
COLLECTIBLE MINIATURES GAME

'Jack Attack EXTREME! The armies of Cygnar and the Protectorate of Menoth bring their massive arsenals to bear.

CALL TO ARMS™

THE **WAR** NEVER STOPS!

Take control of massive warjacks or powerful warbeasts in the latest tour of the worldwide Call to Arms league. Venues hosting Call to Arms can be found at **www.privateerevents.com**. Sign up now to join the fray and claim victory over any who would stand in your path.

2009 TOUR SCHEDULE

TOUR:
RETALIATION OF THE WILDS
COMING SOON!
START WEEK: 2/2/09
END WEEK: 3/23/09

TOUR:
LIBERATION OF UMBREY
START WEEK: 5/18/09
END WEEK: 7/6/09

TOUR:
WAR-TORN FRONTS
START WEEK: 9/14/09
END WEEK: 11/2/09

NEW SCENARIOS!

NEW AWARDS!

Ask your local Game Store about how you can jump into the action of the Call to Arms League! Fore more information on Leagues, go to:
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